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THE FRANK J. MARSHALL
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SABRAT



A NEW
TREATISE
ON THE
GAME OF CHESS,

On a plan of Progressive Improvement

HITHERTO UNATTEMPTED ;

Containing a very considerable Number of

General Rules, Explanations, Notes and Examples :

The object of these *Rules, &c.* is to enable unpractised Players to avoid crowded Games, to bring their Pieces into action speedily and properly, to become well acquainted with the Board, and gradually to comprehend and overcome the Difficulties of this

SCIENTIFICK GAME :

AND

Examples of intricate Combination, illustrated by Games and Positions, teaching both Attack and Defence ; and adapted to the higher Classes of Players :

CONCLUDING WITH

A selection of unpublished Games, chiefly GAMBIT'S ; analysed with great care ; and including many remarkable situations, equally instructive and interesting.

By **J. H. SARRATT,**
Professor of Chess.

And Author of several Publications on this Game.

VOL. II.

SECOND EDITION

" Non giuocar mai frettoloso,"

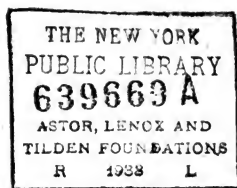
" Prima di eseguire un buon tratto, cercane ad un migliore."

Antimo A'odenese.

LONDON:

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1828



XEROY W/3B
OLUB
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A

TREATISE

ON THE

GAME OF CHESS.

First Game.

1.

W. K. P. two squares ;
B. The same.

2.

W. K. Kt. to K. B. third square ;
B. Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square ;
B. The same.

4.

W. Q. B. P. one square ;
B. K. Kt. to K. B. third square.

5.

W. K. Kt. to adversary's K. Kt. fourth sq.

B. K. castles.

6.

W. K. B. P. two squares;

B. K. P. takes P.

The Black loses the game by this move;
he should have played the Q. P. two
squares.

7.

W. Q. P. two squares;

B. K. B. to Q. Kt. third square.

8.

W. Q. B. takes K. P.

B. K. R. P. one square.

9.

W. K. castles;

B. K. R. P. takes K. Kt.

10.

W. Q. B. takes K. R. P.

B. Q. P. one square.

11.

W. Q. B. takes K. Kt.

B. K. Kt. P. takes Q. B.

12.

- W.* Q. to adversary's K. R. fourth square ;
B. K. to his Kt. second square. (*a*)

13.

- W.* K. R. to K. B. fourth square ;
B. Loses the game in a few moves.
-

VARIATION OF THIS GAME,

BEGINNING AT THE TENTH MOVE OF THE BLACK.

1.

- W.* K. P. two squares ;
B. The same.

2.

- W.* K. Kt. to K. B. third square ;
B. Q. Kt. to Q. B. third square.

3.

- W.* K. B. to Q. B. fourth square ;
B. The same.

4.

- W.* Q. B. P. one square ;
B. K. Kt. to K. B. third square.

(*a*) If, instead of this move, the B. had played Kt. to K. second square, you should take the K. Kt. P. with the R. winning the game in a few moves.

5.

- W.* K. Kt. to adversary's K. Kt. fourth sq.
B. K. castles.

6.

- W.* K. B. P. two squares;
B. K. P. takes P.

7.

- W.* Q. P. two squares;
B. K. B. to Q. Kt. third square.

8.

- W.* Q. B. takes K. P.
B. K. R. P. one square.

9.

- W.* K. castles;
B. K. R. P. takes K. Kt.

10.

- W.* Q. B. takes K. R. P.
B. Q. to K. square.

11.

- W.* Q. B. takes K. Kt.
B. Q. takes K. P.

12.

- W.* K. B. to Q. third square;
B. Q. to her fourth square.

13.

W. Q. to K. Kt. fourth square ;*B.* K. Kt. P. one square.

14.

W. K. B. takes K. Kt. P.*B.* Kt. to K. second square.

15.

W. Check-mates in two moves.

*SECOND VARIATION OF THIS GAME,**BEGINNING AT THE NINTH MOVE OF THE BLACK.*

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square ;*B.* The same.

4.

W. Q. B. P. one square ;*B.* K. Kt. to K. B. third square.

B 3

5.

- W.* K. Kt. to adversary's K. Kt. fourth sq.
B. K. castles.

6.

- W.* K. B. P. two squares;
B. K. P. takes P.

7.

- W.* Q. P. two squares;
B. K. B. to Q. Kt. third square.

8.

- W.* Q. P. takes K. P.
B. K. R. P. one square;

9.

- W.* K. castles;
B. Q. Kt. to Q. R. fourth square.

10.

- W.* K. Kt. takes K. B. P.
B. K. R. takes K. Kt.

11.

- W.* K. B. takes K. R. and checks;
B. K. takes K. B.

12.

- W.* K. P. one square;
B. K. Kt. P. two squares.

13.

W. K. P. takes K. Kt.*B.* K. Kt. P. takes Q. B.

14.

W. Q. to adversary's K. R. fourth square,
and checks.

White has decidedly the best game.

THIRD VARIATION OF THIS GAME,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

1.

W. K. P. two squares;*B.* The same.

2.

W. K. Kt. to K. B. third square;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square;*B.* The same.

4.

W. Q. B. P. one square;*B.* K. Kt. to K. B. third square.

B 4

5.

W. K. Kt. to adversary's K. Kt. fourth sq.*B.* K. castles

6.

W. K. B. P. two squares ;*B.* K. R. P. one square. (*a*)

7.

W. K. Kt. takes K. B. P.*B.* K. R. takes K. Kt.

8.

W. K. B. takes K. R. and checks ;*B.* K. takes K. B.

9.

W. K. B. P. takes K. P.*B.* K. Kt. to K. R. second square.

10.

W. Q. P. two squares ;

White has the best of the game.

(a) This is a bad move : he should play Q. P. two sqs.

Second Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square ;*B.* The same.

4.

W. Q. B. P. one square ;*B.* K. Kt. to K. B. third square.

5.

W. Q. P. two squares ;*B.* P. takes P.

6.

W. P. takes P.*B.* K. B. to Q. Kt. third square.

The Black loses the game by this move ; he
ought to have checked with the Bishop.

7.

W. K. P. one square ;*B.* K. Kt. to adversary's K. fourth square.

8.

W. K. B. to adversary's Q. fourth square ;*B.* K. B. P. two squares.

9.

W. K. B. takes K. Kt.*B.* K. B. P. takes K. B.

10.

W. Q. B. to adversary's K. Kt. fourth sq.*B.* Q. Kt. to Q. second square.

11.

W. K. Kt. to K. R. fourth square ;*B.* K. Kt. P. one square.

12.

W. K. Kt. to adversary's K. B. fourth sq.*B.* K. Kt. P. takes K. Kt.

13.

W. Q. to adversary's K. R. fourth square,
and checks ;*B.* K. to his B. square.

14.

W. Q. B. to adversary's K. R. third square,
and checks ;*B.* K. to his Kt. square.

15.

- W.* Q. to adversary's K. Kt. fourth square,
and checks;
B. K. to his B. second square.

16.

- W.* Q. to adversary's K. B. third sq. checks,
and will check-mate in three moves.
-

FIRST VARIATION OF THIS GAME,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

1.

- W.* K. P. two squares;
B. The same.

2.

- W.* K. Kt. to K. B. third square;
B. Q. Kt. to Q. B. third square.

3.

- W.* K. B. to Q. B. fourth square;
B. The same.

4.

- W.* Q. B. P. one square;
B. K. Kt. to K. B. third square.

5.

W. Q. P. two squares;*W.* P. takes P.

6.

W. P. takes P.*B.* K. B. to Q. Kt. third square.

7.

W. K. P. one square;*B.* K. Kt. to its square.

8.

W. Q. P. one square;*B.* Q. Kt. to K. second square.

Should Black play Q. Kt. to Q. R. fourth square, White must play K. B. to Q. third, and afterward advance Q. Kt. P. two squares.

9.

W. Q. P. one square;*B.* Q. B. P. takes P.

10.

W. P. takes P.*B.* Q. Kt. to K. B. fourth square.

11.

W. K. Kt. P. two squares;*B.* Q. Kt. to K. R. third square.

12.

W. K. Kt. P. one square;*B.* Q. Kt. any where.

13.

W. Q. to adversary's Q. fourth square;

White has considerably the best of the
game.

*SECOND VARIATION OF THIS GAME,**BEGINNING AT THE SEVENTH MOVE OF THE BLACK.*

1.

W. K. P. two squares;*B.* The same.

2.

W. K. Kt. to K. B. third square;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square;*B.* The same.

4.

W. Q. B. P. one square;*B.* K. Kt. to K. B. third square.

5.

W. Q. P. two squares ;*B.* P. takes P.

6.

W. P. takes P.*B.* K. B. to Q. Kt. third square.

7.

W. K. P. one square ;*B.* Q. P. two squares.

If the Black check with the K. B. on Q. R. fourth square, White must not interpose a Piece, but should move King to his B. square.

8.

W. P. takes K. Kt.*B.* P. takes K. B.

9.

W. Q. P. one square ;*B.* Q. Kt. to its square.

10.

W. Q. to K. second square, and checks ;*B.* K. to his B. square.

11.

W. K. castles ;*B.* Q. takes K. P.

12.

W. Q. B. to adversary's K. Kt. fourth sq.*B.* Q. to her third square.

13.

W. K. R. to K. square.*B.* Q. to her second square.

14.

W. K. Kt. to adversary's K. fourth square ;*B.* Q. to her third square.

15.

W. K. Kt. to adversary's K. Kt. third square,
and checks ;*B.* Q. or P. takes Kt.

16.

W. Q. to adversary's K. square, and check-
mates.

SUPPLEMENT TO THE SECOND VARIATION.

ON THE ELEVENTH MOVE OF THE BLACK.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square ;*B.* The same.

4.

W. Q. B. P. one square ;*B.* K. Kt. to K. B. third square.

5.

W. Q. P. two squares ;*B.* K. P. takes P.

6.

W. Q. B. P. takes P.*B.* K. B. to Q. Kt. third square.

7.

W. K. P. one square ;*B.* Q. P. two squares.

8.

W. K. P. takes Kt.*B.* Q. P. takes K. B.

9.

W. Q. P. one square ;*B.* Q. Kt. to its square.

10.

W. Q. to K. second square, and checks ;*B.* K. to his B. square.

11.

W. K. castles;*B.* K. Kt. P. takes P.

12.

W. Q. B. to adversary's K. R. third square,
and checks;*B.* K. to his Kt. square.

13.

W. K. R. to K. square;*B.* Q. B. to Q. second square.

14.

W. K. Kt. to K. R. fourth square;

White will win the game in a few moves.

Third Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square ;*B.* The same.

4.

W. Q. Kt. to Q. B. third square ;*B.* K. Kt. to K. B. third square.

5.

W. K. castles ;*B.* K. Kt. to adversary's K. Kt. fourth sq.

6.

W. K. to his R. square ;*B.* K. Kt. takes K. B. P. and checks ;

The Black loses the game by this move ;
he ought to have castled.—Had Black
taken K. B. P. with the K. B. instead
of K. Kt. by playing K. R. P. one
square, White would win a Piece.

7.

W. K. R. takes K. Kt.*B.* K. B. takes K. R.

8.

W. Q. to K. B. square;*B.* K. B. to Q. B. fourth square.*

9.

W. K. B. takes K. B. P. and checks;*B.* K. to his B. square.

If, instead of this move, Black were to take the K. B. White would check-mate in four moves,

10.

W. Q. P. two squares;*B.* K. B. to K. second square.†

11.

W. Q. P. takes K. P.*B.* Q. P. one square.

12.

W. K. B. to adversary's K. R. fourth sq.*B.* K. to his Kt. square.

13.

W. Q. to her B. fourth square, and checks;*B.* Q. P. one square.

* We give two variations on this move.

† The third variation is on this move.

14.

W. Q. Kt. takes Q. P.*B.* Q. B. to K. third square.

15.

W. Q. Kt. to adversary's K. B. third square,
and checks ;*B.* K. to his B. square.

16.

W. Q. takes Q. B.*B.* Q. to adversary's Q. square, and checks.

17.

W. K. Kt. to its square ;*B.* Q. Kt. to Q. square.

18.

W. Q. to adversary's K. Kt. square, and
checks ;*B.* K. R. takes Q.

19.

W. Q. Kt. takes K. R. P. and check-mates.

FIRST VARIATION OF THIS GAME,
BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square ;*B.* The same.

4.

W. Q. Kt. to Q. B. third square ;*B.* K. Kt. to K. B. third square.

5.

W. K. castles ;*B.* K. Kt. to adversary's K. Kt. fourth sq.

6.

W. K. to his R. square ;*B.* K. Kt. takes K. B. P. and checks.

7.

W. K. R. takes K. Kt.*B.* K. B. takes K. R.

8.

W. Q. to K. B. square ;*B.* K. B. to adversary's K. R. fourth square.

9.

W. K. B. takes K. B. P. and checks ;*B.* K. to his B. square.

10.

W. K. Kt. takes K. B.*B.* Q. takes K. Kt.

11.

W. Q. Kt. to adversary's Q. fourth sq. (*a*)*B.* Q. Kt. to Q. square.

12.

W. K. B. to adversary's K. Kt. third square,
and checks with the Queen.*B.* K. to his Kt. square.

13.

W. K. Kt. P. one square ;*B.* Q. to K. Kt. fourth square.

14.

W. Q. P. one square ;*B.* Must lose the Queen, and consequently
the game ; for, if he takes the K. B.
White will check-mate by playing Q.
Kt. to adversary's K. second square.

(*a*) It is very essential to make this move prior to playing the K. B. and checking by discovery with the Queen ; the Kt. now prevents the Black from interposing his Q. at K. B. third, or adversary's K. B. fourth square, at the same time it prevents the Black playing his K. to his second square.

SECOND VARIATION OF THIS GAME,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

1.

W. K. P. two squares;*B.* The same.

2.

W. K. Kt. to K. B. third square;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square.*B.* The same.

4.

W. Q. Kt. to Q. B. third square;*B.* K. Kt. to K. B. third square.

5.

W. K. castles;*B.* K. Kt. to adversary's K. Kt. fourth sq.

6.

W. K. to his R. square;*B.* K. Kt. takes K. B. P. and checks.

7.

W. K. R. takes K. Kt.*B.* K. B. takes K. R.

8.

- W.* Q. to K. B. square ;
B. K. B. to Q. Kt. third square.

9.

- W.* K. B. takes K. B. P. and checks ;
B. K. to his B. square.

10.

- W.* Q. P. two squares ;
B. Q. P. one square.

11.

- W.* Q. B. to adversary's K. Kt. fourth sq.
B. Q. to her second square.

12.

- W.* K. Kt. takes K. P.
B. Q. P. takes K. Kt.

13.

- W.* K. B. to adversary's K. third square,
checking with the Queen ;
B. K. to his own square.

14.

- W.* K. B. takes Q. and checks ;
B. Q. B. takes the B.

Black must lose the game.

THIRD VARIATION OF THIS GAME,**BEGINNING AT THE TENTH MOVE OF THE BLACK.**

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square ;*B.* The same.

4.

W. Q. Kt. to Q. B. third square ;*B.* K. Kt. to K. B. third square.

5.

W. K. castles ;*B.* K. Kt. to adversary's K. Kt. fourth sq.

6.

W. K. to his R. square ;*B.* K. Kt. takes K. B. P. and checks.

7.

W. K. R. takes K. Kt.*B.* K. B. takes K. R.

8.

- W.* Q. to K. B. square;
B. K. B. to Q. B. fourth square.

9.

- W.* K. B. takes K. B. P. and checks;
B. K. to his B. square.

10.

- W.* Q. P. two squares;
B. K. P. takes Q. P.

11.

- W.* Q. B. to adversary's K. Kt. fourth sq.
B. K. B. to K. second square.

12.

- W.* Q. Kt. to adversary's Q. fourth square;
B. K. B. to its third square.—or (*a*)

13.

- W.* Q. Kt. takes K. B.
B. K. Kt. P. takes Q. Kt.

14.

- W.* K. Kt. to adversary's K. fourth square;
B. Q. Kt. takes K. Kt.

If, instead of this move, the Black take
 Q. B. White will check-mate in five
 moves with the *Q. R. Pawn*.

15.

W. Q. B. takes P. at adversary's K. B. third square ;

B. Q. takes Q B.

16.

W. Q. takes Q.

B. Q. Kt. takes K. B.

17.

W. Q. R. to K. B. square, and White will check-mate in five moves.

OR (*a*)

12.

W. Q. Kt. to adversary's Q. fourth square ;

B. K. B. takes Q. B.

13.

W. K. Kt. takes K. B.

B. Q. takes K. Kt.

14.

W. K. B. to adversary's K. R. fourth square, checking with the Queen ;

Black must lose the Queen and the game.

Fourth Game.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. Kt. to K. B. third square ;*W.* Q. Kt. to Q. B. third square.

3.

B. K. B. to Q. B. fourth square ;*W.* The same.

4.

B. K. castles ;*W.* K. Kt. to K. B. third square.

5.

B. K. R. to K. square ;*W.* K. castles.

6.

B. K. Kt. to adversary's K. Kt. fourth sq.*W.* K. to K. R. square.

7.

B. K. Kt. takes K. B. P. and checks ;*W.* K. R. takes K. Kt.

8.

B. K. B. takes K. R.*W.* Q. to K. B. square.

9.

B. K. B. to Q. B. fourth square ;*W.* K. B. takes K. B. P. and checks.

10.

B. K. takes K. B.*W.* K. Kt. to adversary's K. Kt. fourth sq.
checks, and also with the Queen.

11.

B. K. to his Kt. square ;—or (*a*)*W.* Q. to adversary's K. B. second square,
and checks.

12.

B. K. to his R. square ;*W.* Q. to adversary's K. R. fourth square,
and White will easily win the game.OR (*a*)

11.

B. K. to his Kt. third square ;*W.* Q. to adversary's K. B. fourth square,
and checks.

12.

- B.* K. to his R. fourth square;
W. K. Kt. P. two squares, and checks.

13.

- B.* K. to adversary's K. R. fourth square;
W. K. Kt. to K. B. third and checks.

14.

- B.* K. to adversary's K. R. third square;
W. K. Kt. P. one square, and check-mates
with the Queen.

Fifth Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* Q. to K. B. third square.

3.

W. K. B. to Q. B. fourth square ;*B.* Q. to K. Kt. third square.

4.

W. K. castles ;*B.* Q. takes K. P.

The Black loses the game by this move.

5.

W. K. B. takes K. B. P. and checks ;*B.* K. to his second square.

6.

W. K. R. to K. square ;*B.* Q. to adversary's K. B. fourth square.

7.

W. K. R. takes K. P. and checks ;*B.* K. takes K. B.

8.

W. Q. P. two squares ;*B.* Q. to K. B. third square.

9.

W. K. Kt. to adversary's K. Kt. fourth sq.
and checks ;*B.* K. to his Kt. third square.

10.

W. Q. to her third square, and checks ;*B.* K. to K. R. fourth square.

11.

W. K. Kt. P. two squares, and checks ;*B.* K. takes P.

12.

W. Q. to K. R. third square, and check-
mates.

Sixth Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* Q. P. one square.

3.

W. K. B. to Q. B. fourth square ;*B.* Q. B. to adversary's K. Kt. fourth sq.

4.

W. K. castles ;*B.* Q. B. P. one square.

5.

W. K. R. to K. square ;*B.* K. Kt. to K. B. third square.

6.

W. Q. P. two squares ;*B.* K. P. takes Q. P.

7.

W. K. P. one square ;*B.* Q. P. takes K. P.

8.

- W.* K. B. takes K. B. P. and checks ;
B. K. to his second square.

9.

- W.* K. Kt. takes P. at adversary's K. fourth square ;
B. Q. B. takes Q.

10.

- W.* K. Kt. takes Q. B. P. and checks with K. and R.
B. K. takes K. B.

11.

- W.* K. Kt. takes Q. and checks ;
B. K. to his Kt. third square.

12.

- W.* K. R. takes Q. B.

White has a better game than his adversary.

Seventh Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* Q. P. one square.

3.

W. K. B. to Q. B. fourth square ;*B.* K. R. P. one square.

4.

W. Q. B. P. one square.*B.* K. Kt. to K. B. third square.

5.

W. Q. P. two squares ;*B.* K. P. takes Q. P.

6.

W. K. Kt. takes P.*B.* K. Kt. takes K. P.

This is not a good move ; he should play
K. B. to K. second square, and then
castle.

7.

W. K. B. takes K. B. P. and checks ;

B. K. takes K. B.

8.

W. Q. to adversary's K. R. fourth square,
and checks ;

B. K. to his second square.

9.

W. Q. to K. second square ;

B. Q. P. one square.

10.

W. K. B. P. one square ;

White recovers the Piece, and has a better position.

VARIATION OF THIS GAME,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

1.

W. K. P. two squares ;

B. The same.

2.

W. K. Kt. to K. B. third square ;

B. Q. P. one square.

3.

W. K. B. to Q. B. fourth square ;

B. K. Kt. to K. B. third square.

Black loses, at least, a Pawn by this move.

4.

W. K. Kt. to adversary's K. Kt. fourth sq.

B. Q. P. one square.

Black may also play Q. B. to adversary's

K. Kt. fourth square.—see Variation

(a)

5.

W. K. P. takes Q. P.

B. K. Kt. takes K. P.

6.

W. Q. to K. B. third square ;

B. Q. takes K. Kt.

7.

W. K. B. takes K. Kt.

B. Q. to K. B. third square.

8.

W. K. B. takes Q. Kt. P.

B. Q. takes Q.

9.

W. K. B. takes Q.

B. Q. B. P. one square.

White has a better game than the Black.

VARIATION (a)

4.

W. K. Kt. to adversary's K. Kt. fourth sq.*B.* Q. B. to adversary's K. Kt. fourth sq.

5.

W. K. B. takes K. B. P. and checks;*B.* K. to his second square.

6.

W. K. B. P. one square;*B.* Q. B. to Q. second square.

7.

W. K. B. to Q. B. fourth square;*B.* Q. B. to K. square.

8.

W. K. Kt. to adversary's K. third square;*B.* Q. to her second square;

9.

W. K. Kt. takes K. B.

White has the better game.

Eighth Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* K. B. to Q. third square.

Black loses the game by this move ; he ought to have played Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. to K. B. third square.

4.

W. Q. P. two squares ;*B.* K. Kt. takes K. P.

5.

W. Q. P. takes K. P.*B.* K. B. to Q. B. fourth square ;

6.

W. Q. to adversary's Q. fourth square ;*B.* K. B. takes K. B. P. and checks.

p 4

7.

W. K. to his second square ;*B.* K. castles.

8.

W. Q. takes K. Kt.*B.* K. B. to Q. B. fourth square ;

9.

W. K. Kt. to adversary's K. Kt. fourth sq.*B.* K. Kt. P. one square ;

10.

W. K. R. to K. B. square ;*B.* Q. to K. second square.

11.

W. K. Kt. takes K. B. P.*B.* K. to his Kt. second square.

Black may also take the Kt. with the R.
see Variation (a)

12.

W. Q. B. to adversary's K. R. third square,
and checks ;*B.* K. to his Kt. square.

13.

W. K. Kt. to adversary's K. Kt. fourth sq.
and checks with K. B.*B.* K. to his R. square.

14.

W. R. takes R. and checks;*B.* Q. takes R.

15.

W. Q. B. takes Q.*B.* K. B. takes Q. B.

16.

W. Q. to adversary's Q. fourth square;*B.* K. to his Kt. second square.

17.

W. Q. to adversary's K. Kt. square, and checks;*B.* K. to his R. third square.

18.

W. K. Kt. to adversary's K. Kt. second sq. and checks;*B.* K. to his R. fourth square;

19.

W. Q. takes K. R. P. and checks;*B.* K. to adversary's K. Kt. fourth square.

20

W. Q. to K. R. third square, and checks;*B.* K. to adversary's K. B. fourth square.

21.

W. Q. to K. B. third square, and check-mates.

VARIATION (a).

11.

W. K. Kt. takes K. B. P.*B.* K. R. takes K. Kt.

12.

W. K. R. takes R.*B.* Q. to her square.

Should Black play Q. to K. square White
may check-mate in three moves.

13.

W. Q. B. to adversary's K. R. third square ;*B.* K. to his R. square.

14.

W. Q. B. to adversary's K. Kt. second sq.
and checks ;*B.* K. to his Kt. square.

15.

W. K. R. takes Q. P. check-mating with K.
B.*SECOND VARIATION OF THIS GAME,*

BEGINNING AT THE FOURTH MOVE OF THE BLACK,

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;
B. K. B. to Q. third square.

3.

W. K. B. to Q. B. fourth square ;
B. K. Kt. to K. B. third square.

4.

W. Q. P. two squares ;
B. Q. Kt. to Q. B. third square.

5.

W. Q. P. takes K. P.
B. Q. Kt. takes Q. P.

6.

W. K. Kt. takes Q. Kt.
B. K. B. takes K. Kt.

7.

W. K. B. P. two squares ;
B. K. B. to Q. third square.

If, instead of this move, Black were to
take K. P. with K. Kt. White must
play Q. to adversary's Q. fourth sq.

8.

W. K. P. one square ;
B. Q. to K. second square.

9.

W. Q. to K. second square, and wins either
the Knight or Bishop.

THIRD VARIATION OF THIS GAME,

BEGINNING AT THE FIFTH MOVE OF THE SECOND
VARIATION.

1.

W. K. P. two squares ;
B. The same.

2.

W. K. Kt. to K. B. third square ;
B. K. B. to Q. third square.

3.

W. K. B. to Q. B. fourth square ;
B. K. Kt. to K. B. third square.

4.

W. Q. P. two squares ;
B. Q. Kt. to Q. B. third square.

5.

W. Q. P. takes K. P.
B. K. B. takes P.

6.

- W.* K. Kt. to adversary's K. Kt. fourth sq;
B. K. castles.

7.

- W.* K. B. P. two squares;
B. K. B. to adversary's Q. fourth square.

8.

- W.* K. P. one square;
B. K. Kt. to K. square.

9.

- W.* Q. to adversary's K. R. fourth square;
B. K. R. P. one square.

10.

- W.* K. Kt. takes K. B. P.
B. K. R. takes K. Kt.

If Black should play Q. to K. second
White will check mate in two moves.

11.

- W.* Q. takes R. and checks;
B. K. to K. R. second square.

12.

- W.* K. B. to Q. third square, and checks;
B. K. to his R. square.

13.

W. Q. to adversary's K. B. square, and
check-mates.

FOURTH VARIATION OF THIS GAME,

BEGINNING AT THE SIXTH MOVE OF THE THIRD
VARIATION.

1.

W. K. P. two squares ;
B. The same.

2.

W. K. Kt. to K. B. third square.
B. K. B. to Q. third square.

3.

W. K. B. to Q. B. fourth square ;
B. K. Kt. to K. B. third square.

4.

W. Q. P. two squares ;
B. Q. Kt. to Q. B. third square.

5.

W. Q. P. takes K. P.
B. K. B. takes P.

6.

W. K. Kt. to adversary's K. Kt. fourth sq.*B.* Q. P. two squares.

7.

W. K. B. takes Q. P.*B.* K. Kt. takes K. B.

8.

W. K. P. takes K. Kt.*B.* Q. Kt. to adversary's Q. Kt. fourth sq.

9.

W. Q. B. P. two squares ;*B.* Q. B. P. one square.

10.

W. Q. R. P. one square ;*B.* Q. Kt. to Q. R. third square.

11.

W. K. Kt. takes K. B. P.*B.* Q. to K. second square.

If Black take the K. Kt. White will check
at adversary's K. R. fourth square, and
then take the Bishop.

12.

W. K. Kt. takes K. B.*B.* Q. takes K. Kt. and checks.

13.

W. Q. to K. second square.

White has decidedly the best of the game.

Ninth Game.

1.

B. K. P. two squares;*W.* The same.

2.

B. K. Kt. to K. B. third square;*W.* Q. Kt. to Q. B. third square.

3.

B. K. B. to Q. B. fourth square;*W.* The same.

4.

B. Q. B. P. one square;*W.* K. Kt. to K. B. third square.

5.

B. K. castles;*W.* The same.

6.

B. K. R. to K. square;*W.* The same.

7.

B. Q. P. two squares;*W.* P. takes P.

8.

B. K. P. one square ;*W.* K. Kt. to adversary's K. Kt. fourth sq.

9.

B. Q. B. P. takes P.*W.* Q. Kt. takes Q. P.

10.

B. K. Kt. takes Q. Kt.*W.* Q. to adversary's K. R. fourth square.

11.

B. K. Kt. to K. B. third square ;*W.* Q. takes K. B. P. and checks.

12.

B. K. to his R. square ;*W.* Q. to adversary's K. Kt. sq. and checks ;

13.

B. R. or Kt. takes Q.*W.* K. Kt. to adversary's K. B. second sq.
and check-mates.*FIRST VARIATION OF THIS GAME,*

BEGINNING AT THE ELEVENTH MOVE OF THE BLACK

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. Kt. to K. B. third square ;*W.* Q. Kt. to Q. B. third square.

3.

B. K. B. to Q. B. fourth square.*W.* The same.

4.

B. Q. B. P. one square ;*W.* K. Kt. to K. B. third square ;

5.

B. K. castles ;*W.* The same.

6.

B. K. R. to K. square ;*W.* The same.

7.

B. Q. P. two squares ;*W.* P. takes P.

8.

B. K. P. one square ;*W.* K. Kt. to adversary's K. Kt. fourth sq.

9.

B. Q. B. P. takes P.*W.* Q. Kt. takes Q. P.

10.

B. K. Kt. takes Q. Kt.*W.* Q. to adversary's K. R. fourth square.

11.

B. K. R. P. one square;*W.* Q. takes K. B. P. and checks.

12.

B. K. to his R. square;*W.* Q. to adversary's K. Kt. third square.

13.

B. K. R. P. takes K. Kt.*W.* K. B. takes K. Kt.

14.

B. Q. B. to K. third square;*W.* K. B. takes K. P.

15.

B. K. to his Kt. square;*W.* K. B. to adversary's Q. fourth square.

16.

B. K. B. takes K. B. P. and checks;*W.* K. to his R. square.

17.

B. K. B. takes K. R.*W.* K. B. takes Q. B. and checks;

18.

B. K. R. takes K. B.*W.* Q. takes K. R. and checks;

19.

B. K. to his R. square;*W.* Q. takes K. B.

White, having gained two Pawns with a better situation, will assuredly win the game.

SECOND VARIATION OF THIS GAME,

BEGINNING AT THE ELEVENTH MOVE OF THE BLACK.

1.

B. K. P. two squares;*W.* The same.

2.

B. K. Kt. to K. B. third square;*W.* Q. Kt. to Q. B. third square.

3.

B. K. B. to Q. B. fourth square;*W.* The same.

E 3

4.

- B.* Q. B. P. one square ;
W. K. Kt. to K. B. third square.

5.

- B.* K. castles ;
W. The same.

6.

- B.* K. R. to K. square ;
W. The same.

7.

- B.* Q. P. two squares ;
W. P. takes P.

8.

- B.* K. P. one square ;
W. K. Kt. to adversary's K. Kt. fourth sq.

9.

- B.* Q. B. P. takes P.
W. Q. Kt. takes Q. P.

10.

- B.* K. Kt. takes Q. Kt.
W. Q. to adversary's K. R. fourth square.

11.

- B.* Q. B. to K. third square ;
W. Q. takes K. R. P. and checks.

12.

B. K. to his B. square;*W.* Q. to adversary's K. R. square, and checks.

13.

B. K. to his second square;*W.* Q. takes K. Kt. P.

14.

B. K. R. to K. Kt. square;*W.* K. Kt. takes Q. B.

15.

B. K. takes K. Kt.*W.* K. R. takes K. P. and checks.

16.

B. K. to Q. third square;

Were he to move King to his B. fourth square, White would check-mate in three moves.

W. Q. takes K. B. P.

17.

B. K. Kt. to Q. B. second square;*W.* Q. P. two squares.

18.

B. K. B. to adversary's Q. Kt. fourth sq.*W.* Q. B. to K. B. fourth, and checks.

E 4

19.

B. K. to Q. B. third square;*W.* Q. B. takes K. Kt.

20.

B. Q. to her second square;

If he were to take the Q. B. White would
check-mate in two moves.

W. Q. takes R. and will easily win.

THIRD VARIATION OF THIS GAME,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

1.

B. K. P. two squares;*W.* The same,

2.

B. K. Kt. to K. B. third square;*W.* Q. Kt. to Q. B. third square.

3.

B. K. B. to Q. B. fourth square;*W.* The same.

4.

B. Q. B. P. one square;*W.* K. Kt. to K. B. third square.

5.

B. K. castles ;*W.* The same.

6.

B. K. R. to K. square ;*W.* The same.

7.

B. Q. P. two squares ;*W.* P. takes P.

8.

B. K. P. one square ;*W.* K. Kt. to adversary's K. Kt. fourth sq.

9.

B. Q. B. to adversary's K. Kt. fourth sq.*W.* K. Kt. takes K. B. P.

10.

B. Q. B. takes Q.*W.* K. Kt. takes Q.

11.

B. K. R. takes K. Kt.*W.* P. takes Q. B. P. and checks with K. B.

12.

B. K. to his B. square ;*W.* P. takes Q. Kt. P.

13.

- B.* Q. Kt. to Q. second square ;
W. P. takes Q. R. and afterwards taking Q.
B. with the R. will easily win.
-

FOURTH VARIATION OF THIS GAME,

BEGINNING AT THE TENTH MOVE OF THE THIRD
VARIATION.

1.

- B.* K. P. two squares ;
W. The same.

2.

- B.* K. Kt. to K. B. third square ;
W. Q. Kt. to Q. B. third square ;

3.

- B.* K. B. to Q. B. fourth square ;
W. The same.

4.

- B.* Q. B. P. one square ;
W. K. Kt. to K. B. third square.

5.

- B.* K. castles ;
W. The same.

6.

B. K. R. to K. square ;*W.* The same.

7.

B. Q. P. two squares.*W.* P. takes P.

8.

B. K. P. one square ;*W.* K. Kt. to adversary's K. Kt. fourth sq.

9.

B. Q. B. to adversary's K. Kt. fourth sq.*W.* K. Kt. takes K. B. P.

10.

B. K. takes K. Kt.*W.* P. takes Q. B. P. checking with K. B.

11.

B. K. to his B. square ;*W.* P. takes Q. Kt. P.

12.

B. Q. Kt. to Q. B. third square ;*W.* P. takes Q. R. and becomes a Q.

13.

B. Q. takes Q.*W.* K. B. to K. second square.

White has decidedly the better game.

FIFTH VARIATION OF THIS GAME,

BEGINNING AT THE TENTH MOVE OF THE THIRD
VARIATION.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. Kt. to K. B. third square ;*W.* Q. Kt. to Q. B. third square.

3.

B. K. B. to Q. B. fourth square ;*W.* The same.

4.

B. Q. B. P. one square ;*W.* K. Kt. to K. B. third square.

5.

B. K. castles ;*W.* The same.

6.

B. K. R. to K. square ;*W.* The same.

7.

B. Q. P. two squares ;*W.* P. takes P.

8.

B. K. P. one square;*W.* K. Kt. to adversary's K. Kt. fourth sq.

9.

B. Q. B. to adversary's K. Kt. fourth sq.*W.* K. Kt. takes K. B. P.

10.

B. Q. to her Kt. third square;*W.* P. takes Q. B. P.

11.

B. Q. B. takes Q.*W.* P. takes Q. Kt. P.

12.

B. Q. Kt. to Q. B. third square.

He might also have taken the Pawn with his Q. in which case you should play your K. Kt. to his Q. third sq. checking with the B. and afterwards take his Q.

W. K. Kt. to adversary's Q. square, checking with K. B.

13.

B. K. to his B. square;*W.* P. takes Q. R. and becomes a Q.

14.

B. R. takes K. Kt.*W.* Q. takes K. R. and checks.

15.

B. Kt. takes Q.*W.* Kt. takes Q. *B.* and having both Rooks,
with three Pawns, for the Queen, will
win the game.

Tenth Game.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. Kt. to K. B. third square ;*W.* Q. Kt. to Q. B. third square.

3.

B. K. B. to Q. B. fourth square ;*W.* K. Kt. to K. B. third square.

It would be better play to move K. B. to Q. B. fourth ; the advantage to be taken of this move will be shown in a future game.

4.

B. K. Kt. to adversary's K. Kt. fourth sq.*W.* Q. P. two squares.

5.

B. K. P. takes Q. P.*W.* K. Kt. takes P.

6.

B. Q. to K. B. third square.

This is not a good move; he ought to have played Q. P. two squares.

W. Q. takes K. Kt.

7.

B. K. B. takes K. Kt.*W.* Q. Kt. to adversary's Q. fourth square.

8.

B. Q. takes K. B. P. and checks;*W.* K. to Q. square.

9.

B. K. to Q. square.

If he were to play K. B. to K. fourth sq. defending the Q. B. P. and K. Kt. P. White would win the Queen by playing Q. B. to K. third square.

W. Q. B. to adversary's K. Kt. fourth square, and checks.

10.

B. K. B. to its third square.

If, instead of this move, he were to play K. B. P. one square, White would play Q. B. to K. R. fourth square and win the Queen.

W. Q. B. to K. third square.

11.

B. Q. to adversary's K. R. fourth square;*W.* Q. Kt. takes K. B.

12.

B. Q. takes Q. for, if he were to take the
Kt. he would soon lose the game.*W.* Q. Kt. takes Q. and will win the game.*FIRST VARIATION OF THIS GAME,*

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

1.

B. K. P. two squares;*W.* The same.

2.

B. K. Kt. to K. B. third square;*W.* Q. Kt. to Q. B. third square.

3.

B. K. B. to Q. B. fourth square;*W.* K. Kt. to K. B. third square.

4.

B. K. Kt. to adversary's K. Kt. fourth sq.*W.* Q. P. two squares.

5.

B. K. P. takes Q. P.*W.* K. Kt. takes P.

6.

B. K. Kt. takes K. B. P.

This move is very frequently made ; it is, however, very far from being a good one, although the defence against the attack which it gives is certainly difficult. The following moves of the White will show the proper defence after taking the Kt.

W. K. takes K. Kt.

7.

B. Q. to K. B. third square, and checks ;*W.* K. to his third square.

8.

B. Q. Kt. to Q. B. third square ;*W.* Q. Kt. to K. second square.

9.

B. Q. P. two squares ;*W.* K. R. P. one square.

It is very essential to make this move to prevent the Black from playing Q. B. to your K. Kt. fourth square.

10.

B. Q. to K. fourth square ;

W. Q. B. P. one square.

You must not attempt to defend your K. P. attacked by his Q. Should he, however, attack it with his R. after having castled, you must defend it.

11.

B. Q. takes K. P. and checks ;

W. K. to his B. second square.

13.

B. Q. to adversary's K. R. fourth square, and checks ;

W. K. to his Kt. square.

13.

B. K. castles ;

W. Q. B. to K. B. fourth square.

14.

B. K. R. to K. square ;

W. Q. B. to K. Kt. third square.

15.

B. Q. to K. R. fourth square, or K. B. third ;

W. K. to his R. second square.

White has decidedly the advantage.

SECOND VARIATION OF THIS GAME,
BEGINNING AT THE NINTH MOVE OF THE FIRST
VARIATION.

1.

B. K. P. two squares ;
W. The same.

2.

B. K. Kt. to K. B. third square ;
W. Q. Kt. to Q. B. third square.

3.

B. K. B. to Q. B. fourth square ;
W. K. Kt. to K. B. third square :

4.

B. K. Kt. to adversary's K. Kt. fourth sq.
W. Q. P. two squares.

5.

B. K. P. takes Q. P.
W. K. Kt. takes P.

6.

B. K. Kt. takes K. B. P.
W. K. takes K. Kt.

7.

B. Q. to K. B. third square, and checks ;
W. K. to his third square.

8.

B. Q. Kt. to Q. B. third square;*W.* Q. Kt. to K. second square.

9.

B. K. castles;*W.* Q. B. P. one square;

10.

B. K. R. to K. square;*W.* Q. Kt. to K. Kt. third square.

Your K. P. being attacked by his R. you
must defend it.

11.

B. Q. P. two squares;*W.* K. B. to adversary's Q. Kt. fourth sq.

12.

B. Q. to K. Kt. third square;

If he were to take your K. P. with his Q.

P. you must take his Q. Kt. with your

K. B. and then play K. R. to K. B.

square, &c.

W. K. B. takes Kt.

13.

B. K. R. takes K. P. and checks;*W.* Q. Kt. takes K. R.

14.

- B.* Q. takes Kt. and checks ;
W. K. to his B. second square.

15.

- B.* Q. B. to adversary's K. Kt. fourth square ;
W. K. B. takes Q. P.
Black must lose.
-

THIRD VARIATION OF THIS GAME,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

1.

- B.* K. P. two squares ;
W. The same.

2.

- B.* K. Kt. to K. B. third square ;
W. Q. Kt. to Q. B. third square.

3.

- B.* K. B. to Q. B. fourth square ;
W. K. Kt. to K. B. third square.

4.

- B.* K. Kt. to adversary's K. Kt. fourth sq.
W. Q. P. two squares.

5.

B. K. P. takes Q. P.*W.* K. Kt. takes P.

6.

B. Q. to K. B. third square ;*W.* Q. takes K. Kt.

7.

B. Q. takes K. Kt.*W.* Q. B. to K. third square.

8.

B. Q. to K. fourth square ;*W.* Q. B. takes K. B.

9.

B. Q. takes Q. B.*W.* Q. takes K. Kt. P.

10.

B. Q. to K. B. square ;*W.* Q. to adversary's K. fourth square, and checks.

11.

B. Kt. to Q. square ;*W.* K. to adversary's Q. fourth square.

12.

- B.* Q. P. one square ;
W. Q. to adversary's K. B. third square, and checks.

13.

- B.* K. to Q. second square ;
W. K. Kt. P. one square.

14.

- B.* Q. Kt. to Q. R. third square, or (*a*) or (*b*)
W. K. B. takes Q. Kt.

15.

- B.* Q. Kt. P. takes K. B.
 White has a much better game than the Black.

OR (*a*)

14.

- B.* Q. to K. square ;
W. K. B. to K. R. third square, and checks.

15.

- B.* K. to Q. B. third square,—or (*c*)
W. Q. to her B. third square, and checks.

16.

- B.* K. to Q. Kt fourth square ;
W. K. B. to its square, and checks.

17.

- B.* K. to adversary's Q. R. fourth sq.
W. Q. to her R. third sq. and check-mates.

(b)

14.

- B.* K. to Q. B. third square ;
W. Q. to her B. third square, and checks.

15.

- B.* K. to Q. second square ;
W. Q. takes Q. B. P. and checks.

16.

- B.* K. to his third square ;
W. K. B. to K. R. third square, and checks.

17.

- B.* K. to his fourth square, if he interpose
K. B. P. you must take it with K. B.
W. Q. to her B. third square, and checks.

18.

- B.* K. takes K. P.
W. Kt. to adversary's K. B. third square and
check-mates.

(c)

15.

B. Q. to K. third square;*W.* Q. to adversary's K. second square, and checks.

16.

B. K. to Q. B. third square;*W.* Q. takes Q. B. P. and checks.

17.

B. K. to Q. Kt. fourth square;*W.* Q. R. P. two squares, and checks.

18.

B. K. to Q. R. third square;*W.* Kt. to Q. Kt. fourth sq. and check-mates.

Eleventh Game.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. Kt. to K. B. third square ;*W.* Q. Kt. to Q. B. third square.

3.

B. K. B. to adversary's Q. Kt. fourth square*W.* Q. R. P. one square.

4.

B. K. B. takes Q. Kt.*W.* Q. P. takes K. B.

5.

B. K. Kt. takes K. P.*W.* Q. to adversary's Q. fourth square.

6.

B. K. Kt. to its fourth square ;*W.* Q. B. takes K. Kt.

7.

B. Q. takes Q. B.*W.* K. Kt. to K. B. third square.

FIRST VARIATION OF THIS GAME,

BEGINNING AT THE THIRD MOVE OF THE WHITE.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. Kt. to K. B. third square ;*W.* Q. Kt. to Q. B. third square.

3.

B. K. B. to adversary's Q. Kt. fourth sq.*W.* K. B. to Q. B. fourth square.

4.

B. K. B. takes Q. Kt.*W.* Q. P. takes K. B.

5.

B. K. Kt. takes K. P.*W.* K. B. takes K. B. P. and checks ; you
may also play Q. to adversary's Q.
fourth.

6.

B. K. takes K. B.*W.* Q. to adversary's Q. fourth square and
checks.White recovers the Piece with a better
position.

SECOND VARIATION OF THIS GAME,
BEGINNING AT THE FIFTH MOVE OF THE FIRST
VARIATION.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. Kt. to K. B. third square :*W.* Q. Kt. to Q. B. third square.

3.

B. K. B. to adversary's K. Kt. fourth sq ;*W.* K. B. to Q. B. fourth square.

4.

B. K. B. takes Q. Kt.*W.* Q. P. takes K. B.

5.

B. Q. B. P. one square ;*W.* Q. to adversary's Q. third square.

6.

B. K. Kt. takes K. P.*W.* Q. takes K. P. and checks.

7.

B. Q. to K. second square ;*W.* Q. takes K. Kt. P.

8.

B. K. Kt. to Q. third and checks with the Q.
It would have been better to have played
the Kt. to K. B. third and then the R.
to K. Kt. square.

W. K. B. to K. second square.

9.

B. Q. to K. B. square ;

W. Q. to adversary's K. fourth square, and
checks.

10.

B. K. to Q. square ;

W. Q. B. to adversary's K. Kt. fourth square,
and checks.

11.

B. Q. to K. second square,—or (*a*)

W. Q. B. takes Q. and checks.

12.

B. K. to his square ;

W. Q. B. takes Kt. and checks with the
Q.

13.

B. K. to Q. square ;

W. Q. to adversary's K. second square, and
check-mates.

(a)

11.

B. K. to Q. B. second square;*W.* Q. B. to adversary's K. second square.

12. ♣

B. Q. to K. square;*W.* Q. B. takes Kt. and checks.

13.

B. K. to Q. B. third square;*W.* Q. B. to adversary's Q. B. second square,
and check-mates.

Twelfth Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* K. B. to Q. B. fourth square.

He ought, instead of this move, to have defended the K. P. with the Q. Kt.

3.

W. K. Kt. takes K. P.*B.* Q. to K. second square.

4.

W. Q. P. two squares ;*B.* Q. P. one square.

If he were to check with K. B. you must interpose Q. B. P. then play K. B. to Q. third square, defending the K. P.

5.

W. P. takes K. B.*B.* Q. takes K. Kt.

6.

W. P. takes Q. P.*B.* Q. takes K. P. and checks.

7.

W. Q. B. to K. third square ;*B.* Q. B. P. takes P.

8.

W. Q. takes P.*B.* Q. takes Q. B. P.

9.

W. Q. to adversary's K. fourth sq. checking,
and then takes K. Kt. P. and must win.

FIRST VARIATION OF THIS GAME,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* K. B. to Q. B. fourth square.

3.

W. K. Kt. takes K. P.*B.* Q. to K. second square.

4.

W. Q. P. two squares ;*B.* K. B. to Q. Kt. third square.

5.

W. K. B. to Q. B. fourth square ;*B.* K. B. P. one square.

6.

W. K. Kt. to adversary's K. B. second sq.*B.* Q. takes K. P. and checks.

7.

W. Q. to K. second square ;

Black must lose K. R. for the Kt.

*SECOND VARIATION OF THIS GAME,**BEGINNING AT THE FOURTH MOVE OF THE BLACK.*

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square;*B.* K. B. to Q. B. fourth square.

3.

W. K. Kt. takes K. P.*B.* Q. to K. second square.

4.

W. Q. P. two squares;*B.* K. B. to Q. third square.

5.

W. K. B. P. two squares;*B.* K. B. P. one square.

6.

W. K. Kt. to Q. B. fourth square.

It would be bad play to check with Q.
 at adversary's K. R. fourth square;
 because Black would interpose K. Kt.
 P. and, if White were to take the K.
 Kt. P. with K. Kt. Black would take
 K. P. with Q. giving check, and then
 take the K. Kt. with the Q.

B. Q. takes K. P. and checks.

7.

W. K. to his B. second square;*B.* Q. Kt. to Q. B. third square.

G 2

8.

- W.* K. B. to Q. third square ;
B. Q. takes Q. P. and checks.

9.

- W.* Q. B. to K. third square ;
B. Q. to her fourth square.

10.

- W.* K. B. checks at adversary's K. Kt. third square, and wins the Queen.
-

THIRD VARIATION OF THIS GAME,

BEGINNING AT THE SEVENTH MOVE OF THE SECOND
VARIATION.

1.

- W.* K. P. two squares ;
B. The same.

2.

- W.* K. Kt. to K. B. third square ;
B. K. B. to Q. B. fourth square.

3.

- W.* K. Kt. takes K. P.
B. Q. to K. second square ;

4.

- W.* Q. P. two squares ;
B. K. B. to Q. third square.

5.

- W.* K. B. P. two squares :
B. K. B. P. one square.

6.

- W.* K. Kt. to Q. B. fourth square ;
B. Q. takes K. P. and checks.

7.

- W.* K. to his B. second square ;
B. K. B. takes K. B. P.

8.

- W.* Q. Kt. to Q. B. third square ;
B. Q. to K. B. fourth square.

9.

- W.* K. B. to Q. third square ;
B. Q. to K. Kt. fourth square.

10.

- W.* K. R. to K. square, and checks ;
B. K. Kt. to K. second square.

11.

- W.* K. to his Kt. square ;
B. Q. Kt. to Q. B. third square.

G 3

12.

W. Q. B. takes K. B.*B.* Q. takes Q. B.

13.

W. Q. to adversary's K. R. fourth square,
and checks ;*B.* K. to Q. square.

14.

W. K. R. to K. fourth square ;*B.* Q. to K. Kt. fourth square.

15.

W. Q. takes Q.*B.* K. B. P. takes Q.

16.

W. Q. P. one square ;*B.* Q. Kt. to adversary's Q. Kt. fourth sq.

17.

W. Q. P. one square ;*B.* Q. B. P. takes P.

18.

W. K. Kt. takes Q. B. P.*B.* K. R. to K. B. square.

19.

W. Q. R. to K. square.

White might also take Q. Kt.

B. K. to Q. B. second square.

20.

W. K. Kt. to adversary's Q. Kt. fourth sq.
and checks;*B.* K. any where.

21.

W. K. R. takes Q. Kt. and will win.

*FOURTH VARIATION OF THIS GAME,**BEGINNING AT THE THIRTEENTH MOVE OF THE
THIRD VARIATION.*

1.

W. K. P. two squares;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* K. B. to Q. B. fourth square.

3.

W. K. Kt. takes K. P.*B.* Q. to K. second square.

4.

W. Q. P. two squares ;*B.* K. B. to Q. third square.

5.

W. K. B. P. two squares ;*B.* K. B. P. one square.

6.

W. K. Kt. to Q. B. fourth square ;*B.* Q. takes K. P. and checks,

7.

W. K. to his B. second square ;*B.* K. B. takes K. B. P.

8.

W. Q. Kt. to Q. B. third square ;*B.* Q. to K. B. fourth square.

9.

W. K. B. to Q. third square ;*B.* Q. to K. Kt. fourth square.

10.

W. K. R. to K. square, and checks ;*B.* K. Kt. to K. second square.

11.

W. K. to his Kt. square ;*B.* Q. Kt. to Q. B. third square.

12.

W. Q. B. takes K. B.*B.* Q. takes Q. B.

13.

W. Q. to adversary's K. R. fourth square,
and checks;*B.* K. to his B. square.

14.

W. K. R. to K. fourth square;*B.* Q. to K. Kt. fourth square.

15.

W. Q. takes Q.*B.* K. B. P. takes Q.

16.

W. Q. R. to K. B. square, and checks;*B.* K. to his square.

17.

W. Q. P. one square;*B.* Q. Kt. to adversary's Q. Kt. fourth sq.

18.

W. Q. R. P. one square;*B.* Q. Kt. takes K. B.

19.

W. Q. P. one square ;*B.* Q. B. P. takes P.

20.

W. K. Kt. takes Q. B. P. and checks ;*B.* K. to Q. square.

21.

W. Q. Kt. to adversary's Q. Kt. fourth sq.*B.* Q. Kt. to adversary's K. B. fourth sq.

22.

W. K. Kt. to adversary's K. B. second sq.
and checks ;*B.* K. to his square.

23.

W. Q. Kt. to adversary's Q. third square, and
checks ;*B.* K. to his B. square.

24.

W. K. Kt. takes P. on K. Kt. fourth square ;*B.* K. R. P. one square,—or (*a*)

25.

W. Q. R. takes Kt. and checks ;*B.* K. to his Kt. square.

26.

W. K. R. takes Kt.*B.* K. R. P. takes K. Kt.

27.

W. Q. R. to adversary's K. B. second sq.*B.* K. to his R. second square.

28.

W. Q. R. takes K. Kt. P. and checks ;*B.* K. to his R. third square.

29.

W. Kt. to adversary's K. B. fourth square,
and checks ;*B.* K. to his R. fourth square.

30.

W. K. R. P. one square, and will check-
mate the next move.*VARIATION (a).*

24.

W. K. Kt. takes P. on K. Kt. fourth square ;*B.* K. Kt. P. one square.

25.

W. Q. R. takes Kt. and checks ;*B.* K. to his Kt. second square,—or (*b*)

26.

W. K. R. takes Kt. and checks;*B.* K. to his R. third square.

27.

W. Q. Kt. to adversary's K. B. second sq.
and checks;

Black loses the game in a few moves.

VARIATION (b)

25.

W. Q. R. takes Kt. and checks;*B.* Kt. to K. B. fourth square.

26.

W. K. Kt. P. two squares;*B.* K. to his Kt. second square.

27.

W. K. Kt. P. takes Kt.*B.* K. to his R. third square.

28.

W. Q. Kt. to adversary's K. B. second sq.
and checks;*B.* K. to his Kt. second square.

29.

W. P. to adversary's K. B. third square
and checks;*B.* K. to his B. square.

30.

W. Kt. to adversary's Q. third square, and
then K. R. to adversary's K. square.

Thirteenth Game.

N. B. *This was omitted in its proper order. It ought to have followed the Ninth Game.*

1.

W. K. P. two squares ;

B. The same.

2.

W. K. Kt. to K. B. third square ;

B. Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square ;

B. The same.

4.

W. K. castles ;

B. K. Kt. to K. B. third square.

5.

W. Q. P. one square ;

B. K. Kt. to adversary's K. Kt. fourth sq.

6.

W. K. B. takes K. B. P. and checks ;

B. K. to his B. square.

7.

W. K. to his R. square ;

B. K. Kt. takes K. B. P. and checks.

8.

W. K. R. takes K. Kt.*B.* K. B. takes K. R.

9.

W. Q. B. to adversary's K. Kt. fourth sq.*B.* Q. Kt. to K. second square.

10.

W. K. Kt. takes K. P.*B.* Q. P. two squares.

11.

W. Q. to K. B. third square;*B.* Q. to her third square.

12.

W. K. B. to adversary's K. third square,
checking with the Q.*B.* K. to his square.

13.

W. Q. to adversary's K. B. second square,
and checks;*B.* K. to Q. square.

14.

W. Q. takes K. Kt. P.*B.* Q. B. to Q. second square.

15.

W. Q. takes K. R. and checks;*B.* Q. B. to K. square.

16.

W. K. Kt. to adversary's K. B. second sq.
and check-mates.

FIRST VARIATION OF THIS GAME,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

1.

W. K. P. two squares;*B.* The same.

2.

W. K. Kt. to K. B. third square;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square;*B.* The same.

4.

W. K. castles;*B.* K. Kt. to K. B. third square.

5.

W. Q. P. one square ;*B.* K. Kt. to adversary's K. Kt. fourth sq.

6.

W. K. B. takes K. B. P. and checks ;*B.* K. to his B. square.

7.

W. K. to his R. square ;*B.* K. B. takes K. B. P.

8.

W. K. B. to adversary's K. R. fourth sq.*B.* K. Kt. to adversary's K. third sq.

9.

W. Q. B. takes K. Kt.*B.* K. B. takes Q. B.

10.

W. K. Kt. takes K. P. checking with K. R.*B.* K. to his second square.

11.

W. K. R. to adversary's K. B. second sq.
and checks ;*B.* K. to Q. third square.

He may also play K. to his own square, or
to his third square,—see (*a*) (*b*).

12.

- W.* K. Kt. to Q. B. fourth sq. and checks ;
B. K. to Q. B. fourth square.

13.

- W.* K. R. to K. B. fourth square, and checks ;
B. Q. Kt. to K. fourth square.

14.

- W.* K. R. takes Q. Kt. and checks ;
B. K. to Q. B. third square.

15.

- W.* Kt. takes K. B. and will, of course, win
 the game.

(a).

11.

- W.* K. R. to adversary's K. B. second sq.
 and checks ;
B. K. to his square.

12.

- W.* K. R. takes K. Kt. P. and checks with
 K. B.—or the R. takes Q. P.
B. K. to his B. square.

13.

- W.* Q. to K. B. third square, and checks ;
B. K. takes K. R.

14.

W. Q. to adversary's K. B. second square,
and checks;

B. K. to his R. third square.

15.

W. K. Kt. to its fourth square, and checks;

B. K. to his Kt. fourth square.

16.

W. Q. to adversary's K. B. fourth square, and
checks;

B. K. to adversary's K. R. fourth.

White will check-mate in two moves.

(b).

11.

W. K. R. to adversary's K. B. second square,
and checks;

B. K. to his third square.

12.

W. Q. to K. Kt. fourth square, and checks;

B. K. to Q. third square;—for, if he were
to take the Kt. he would be check-
mated in two moves.

13.

W. K. Kt. to Q. B. fourth sq. and checks;

B. K. to Q. B. fourth square.

H 2

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14.

W. K. Kt. takes K. B.*B.* K. Kt. P. one square.

15.

W. K. P. one square;*B.* K. Kt. P. takes K. B.

16.

W. Q. to her B. fourth square. and checks;*B.* K. to Q. Kt. third square.

17.

W. K. Kt. to adversary's Q. fourth square,
and checks;*B.* K. to Q. R. fourth square.

18.

W. Q. Kt. to Q. B. third square, and will
check-mate the next move.

*SECOND VARIATION OF THIS GAME,**BEGINNING AT THE TENTH MOVE OF THE FIRST
VARIATION.*

1.

W. K. P. two squares;*B.* The same.

2.

- W.* K. Kt. to K. B. third square ;
B. Q. Kt. to Q. B. third square.

3.

- W.* K. B. to Q. B. fourth square ;
B. The same.

4.

- W.* K. castles ;
B. K. Kt. to K. B. third square.

5.

- W.* Q. P. one square ;
B. K. Kt. to adversary's K. Kt. fourth sq.

6.

- W.* K. B. takes K. B. P. and checks ;
B. K. to his B. square.

7.

- W.* K. to his R. square ;
B. K. B. takes K. B. P.

8.

- W.* K. B. to adversary's K. R. fourth sq.
B. K. Kt. to adversary's K. third square.

9.

- W.* Q. B. takes K. Kt.
B. K. B. takes Q. B.

10.

W. K. Kt. takes K. P. checking with K. R.

B. K. to his Kt. square.

11.

W. K. B. to adversary's K. B. second sq.
and checks.

B. K. to his B. square.

12.

W. K. B. to Q. Kt. third square, checking
with K. R.

B. K. to his square,—or (*a*).

13.

W. Q. to adversary's K. R. fourth square,
and checks ;

B. K. Kt. P. one square.

14.

W. K. Kt. takes K. Kt. P.

B. Q. to K. Kt. fourth square.

15.

W. Q. takes K. R. P.

B. Q. to K. R. third square.

16.

W. Q. to adversary's K. B. second square,
and checks ;

B. K. to Q. square.

17.

W. Q. to adversary's K. B. third square, and checks:

B. K. to his square.

18.

W. K. B. check-mates at adversary's K. B. second square.

(a)

12.

W. K. B. to Q. Kt. third square, checking with K. R.

B. K. to his second square.

13.

W. Q. to adversary's K. R. fourth square;

B. Q. to K. square.

14.

W. K. Kt. takes Kt. and checks;

B. Q. P. takes K. Kt.

15.

W. Q. to adversary's K. fourth sq. checks, and then takes K. Kt. P.

THIRD VARIATION OF THIS GAME,**BEGINNING AT THE TENTH MOVE OF THE BLACK.**

1.

W. K. P. two squares;*B.* The same.

2.

W. K. Kt. to K. B. third square;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square;*B.* The same.

4.

W. K. castles;*B.* K. Kt. to K. B. third square.

5.

W. Q. P. one square;*B.* K. Kt. to adversary's K. Kt. fourth sq.

6.

W. K. B. takes K. B. P. and checks;*B.* K. to his B. square.

7.

W. K. to his R. square;*B.* K. Kt. takes K. B. P. and checks.

8.

W. K. R. takes K. Kt.*B.* K. B. takes K. R.

9.

W. Q. B. to adversary's K. Kt. fourth sq.*B.* Q. Kt. to K. second square.

10.

W. K. Kt. takes K. P.*B.* Q. P. one square.

11.

W. Q. to K. B. third square ;*B.* Q. P. takes K. Kt.

12.

W. K. B. to adversary's K. third square,
checking with the Q.*B.* Q. Kt. to K. B. fourth square.

13.

W. Q. takes Q. Kt. and checks ;*B.* Q. to K. B. third square.

14.

W. Q. B. takes Q.*B.* Q. B. takes K. B.

15.

W. Q. takes Q. B.*B.* Q. R. to K. square.

16.

W. Q. to adversary's K. B. fourth square ;*B.* K. B. to Q. Kt. third square.

17.

W. Q. B. to K. R. fourth square, checking
with the Q. &c.

FOURTH VARIATION OF THIS GAME,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square ;*B.* The same.

4.

W. K. castles ;*B.* K. Kt. to K. B. third square.

5.

W. Q. P. one square ;*B.* K. castles.

6.

W. K. to his R. square ;*B.* K. Kt. to adversary's K. Kt. fourth sq.

7.

W. K. Kt. to adversary's K. Kt. fourth sq.*B.* K. Kt. takes K. B. P. and checks.

8.

W. K. R. takes K. Kt.*B.* K. B. takes K. R.

9.

W. Q. to adversary's K. R. fourth square ;*B.* K. R. P. one square.

10.

W. K. Kt. takes K. B. P.*B.* Q. to K. B. third square.

If he were to take the Kt. with his K. R.
 you must take the R. with the Q. giving
 check, and then take K. B. &c.

11.

W. K. Kt. takes K. R. P. and checks with
 two Pieces ;*B.* K. to his R. second square.

You would check-mate him in two moves,
 if he were to play K. to his R. square.

12.

W. K. Kt. to adversary's K. B. second sq.
checking with the Q.

B. Q. interposes.

13.

W. Q. B. takes the Q. and wins in a few
moves.

Fourteenth Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. to K. B. third square.

This is not the best move the Black can play ; the K. B. to Q. B. fourth sq. is much better.

4.

W. K. Kt. to adversary's K. Kt. fourth sq.*B.* Q. P. two squares.

5.

W. P. takes P.*B.* K. Kt. takes P.

6.

W. Q. P. two squares.

It would not be good play to take the K.

B. P. with the Kt.

B. Q. Kt. takes P.

7.

W. Q. B. P. one square ;*B.* Q. Kt. to K. third square.

8.

W. Q. takes K. Kt.*B.* Q. Kt. takes Kt.

9.

W. Q. takes Q. and checks :*B.* K. takes Q.

10.

W. Q. B. takes Kt. and checks.

White, having gained a Piece for a Pawn,
ought to win.

FIRST VARIATION OF THIS GAME,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. Kt. to K. B. third square ;*B.* Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. to K. B. third square.

4.

W. K. Kt. to adversary's K. Kt. fourth sq.*B.* Q. P. two squares.

5.

W. P. takes P.*B.* K. Kt. takes P.

6.

W. Q. P. two squares ;*B.* K. P. takes P.

Should Black play, instead of this move,
Q. B. to K. third square, you must take
the B. with your K. Kt. and then play
K. B. to adversary's Q. Kt. fourth sq.

7.

W. K. Kt. takes K. B. P.*B.* Q. to K. second square, and checks.

8.

W. Q. interposes ;*B.* K. takes K. Kt.

9.

W. K. B. takes K. Kt. and checks ;*B.* Q. B. to K. third square.

10.

W. K. B. takes Q. Kt.*B.* Q. Kt. P. takes K. B.

11.

W. K. castles,—and your game is much better than your adversary's.

SECOND VARIATION OF THIS GAME,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

1.

W. K. P. two squares ;

B. The same.

2.

W. K. Kt. to K. B. third square ;

B. Q. Kt. to Q. B. third square.

3.

W. K. B. to Q. B. fourth square ;

B. K. Kt. to K. B. third square.

4.

W. K. Kt. to adversary's K. Kt. fourth sq.

B. Q. P. two squares.

5.

W. K. P. takes K. P.

B. K. Kt. takes P.

6.

W. Q. P. two squares ;*B.* K. B. to K. second square.

Black may also play K. R. P. one square ;
White must then play Q. to K. B. third square.

7.

W. K. Kt. takes K. B. P.*B.* K. takes K. Kt.

8.

W. Q. to K. B. third square, and checks ;*B.* K. to his third square.

9.

W. Q. Kt. to Q. B. third square ;*B.* Q. Kt. to adversary's Q. Kt. fourth sq.

10.

W. Q. to K. fourth square ;*B.* Q. B. P. one square.

11.

W. Q. R. P. one square ;*B.* Q. Kt. to Q. R. third square.

12.

W. Q. takes K. P. and checks ;*B.* K. to his B. second square.

13.

W. Q. Kt. takes Kt.*B.* P. takes Q. Kt.

14.

W. K. B. takes P. and checks ;

White has the best of the game.

Fifteenth Game.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. B. to Q. B. fourth square ;*W.* K. Kt. to K. B. third square.

3.

B. Q. Kt. to Q. B. third square ;*W.* K. B. to Q. B. fourth square.

4.

B. K. Kt. to K. B. third square ;*W.* Q. to K. second square.

5.

B. K. Kt. to adversary's K. Kt. fourth sq.Instead of this move Black should have
castled.*W.* K. B. takes K. B. P. and checks.

6.

B. K. takes K. B.*W.* Q. to her B. fourth square, and checks.

I 2.

7.

B. Q. P. two squares ;*W.* Q. takes K. B.

8.

B. Q. P. takes K. P.*W.* Q. to her B. fourth square, and checks ;

9.

B. Q. B. to K. third square ;*W.* Q. takes P.

10.

B. Q. to her fourth square.

White has the better game.

FIRST VARIATION OF THIS GAME,

BEGINNING AT THE FOURTH MOVE OF THE WHITE.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. B. to Q. B. fourth square ;*W.* K. Kt. to K. B. third square.

3.

B. Q. Kt. to Q. B. third square ;*W.* K. B. to Q. B. fourth square.

4.

B. K. Kt. to K. B. third square ;*W.* Q. P. one square.

5.

B. K. Kt. to adversary's K. Kt. fourth sq.*W.* K. B. takes K. B. P. and checks.

6.

B. K. to his B. square.

Were he to take the B. White must play
K. Kt. to adversary's K. Kt. fourth
square, giving check, and then take
the Kt. with the Q.

W. K. castles.

7.

B. Q. P. one square ;*W.* K. Kt. to adversary's K. Kt. fourth sq.

8.

B. K. R. P. one square ;*W.* K. Kt. to adversary's K. third square,
and checks.

9.

B. Q. B. takes K. Kt.*W.* K. B. takes Q. B.

White has a good game.

SECOND VARIATION OF THIS GAME,

BEGINNING AT THE THIRD MOVE OF THE WHITE.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. B. to Q. B. fourth square ;*W.* K. Kt. to K. B. third square.

3.

B. Q. Kt. to Q. B. third square ;*W.* K. Kt. takes K. P.

4.

B. Q. Kt. takes K. Kt.*W.* Q. P. two squares.

5.

B. K. B. to Q. third square ;Instead of this move he should have taken
the P. with the B.*W.* Q. P. takes Q. Kt.

6.

B. B. takes P.*W.* K. B. to Q. B. fourth square.

7.

B. K. Kt. to K. B. third square ;

W. K. B. P. two squares.

8.

B. If he play K. B. to Q. third sq. White will win a Piece by playing K. P. one square, and if he play—

——K. Kt. takes K. P.

W. Must not take K. B. because Black would check at adversary's K. R. fourth sq. and disorder the White's game ;—therefore

——Q. to adversary's K. R. fourth square, attacking the K. B. and K. B. P.

Black must lose the game.

Sixteenth Game.

1.

B. K. P. two squares ;

W. The same.

2.

B. K. B. to Q. B. fourth square ;

W. The same.

3.

B. Q. to K. B. third square ;

W. K. Kt. to K. B. third square.

4.

B. Q. to K. Kt. third square ;

W. K. castles ;

5.

B. Q. takes K. P.

W. K. B. takes K. B. P. and checks.

6.

B. K. to his B. square ;

W. K. R. to K. square.

7.

B. Q. to K. B. fourth square ;

W. K. B. takes K. Kt.

8.

B. K. takes K. B.*W.* K. R. takes K. P.

9.

B. Q. to K. B. square ;*W.* Q. to K. second square.

10.

B. Q. to her third square ;*W.* K. R. to adversary's K. sq. and checks.

11.

B. K. to his B. second square ;*W.* K. Kt. to adversary's K. Kt. fourth sq.
and checks.

12.

B. K. to his Kt. third square ;*W.* Q. P. two squares.

13.

B. K. R. takes R.*W.* Q. takes K. R. and checks.

14.

B. K. to his B. fourth square ;*W.* Q. to adversary's K. B. second square,
and checks.

15.

B. Q. interposes ;*W.* Q. to adversary's Q. fourth sq. & checks.

16.

- B.* K. to his Kt. third square,—OR (*a*)
W. Q. to K. fourth square, and checks.

17.

- B.* Q. interposes ;
W. Q. to adversary's K. square, and checks.

18.

- B.* K. to his R. third square ;
W. K. Kt. to adversary's K. B. second sq.
checks, and checking also with the
Q. B.

19.

- B.* K. to his K. fourth square ;
W. K. Kt. to adversary's K. R. third sq.
checking with the Q.

20.

- B.* K. to adversary's K. R. fourth square ;
W. K. Kt. takes Q. and checks.

21.

- B.* K. to adversary's K. Kt. fourth square ;
W. Q. to K. fourth square, and checks.

22.

- B.* K. to his R. fourth square ;
W. K. Kt. to its third square, and check-
mates.

OR (a).

16.

B. K. to adversary's K. Kt. fourth square;

W. Q. to K. fourth square, and checks.

17.

B. K. to K. R. fourth square;

W. K. Kt. P. two squares, and checks.

18.

B. K. to adversary's K. R. fourth square;

W. Q. to K. Kt. second square.

White will check-mate in three moves.

Seventeenth Game.

1.

B. K. P. two squares ;

W. The same.

2.

B. K. B. to Q. B. fourth square ;

W. The same.

3.

B. Q. to adversary's K. R. fourth square ;

W. Q. to K. second square.

4.

B. Q. Kt. to Q. B. third square ;

W. K. Kt. to K. B. third square.

5.

B. Q. to adversary's K. Kt. fourth square ;

W. Q. B. P. one square.

6.

B. Q. takes K. Kt. P.

W. K. B. takes K. B. P. and checks.

7.

If he take the K. B. he will lose the Q. by your playing K. R. to K. Kt. square; and then K. Kt. to adversary's K. Kt. fourth square; therefore—

B. K. to his B. square;

W. K. R. to K. Kt. square.

8.

B. Q. to adversary's K. R. third square;

W. Q. P. two squares,—and you will win a Piece; for, if he take the Pawn, or retire the B. you will win the Q. by playing your R. to K. Kt. third square: and, if he play Q. P. one square to make room for the Q. you will, of course, take K. B.

FIRST VARIATION OF THIS GAME,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

1.

B. K. P. two squares;

W. The same.

2.

B. K. B. to adversary's K. B. fourth sq.

W. The same.

3.

B. Q. to adversary's K. R. fourth square ;*W.* Q. to K. second square.

4.

B. K. Kt. to K. B. third square ;*W.* Q. P. one square.

5.

B. K. Kt. to adversary's K. Kt. fourth sq.*W.* K. Kt. to K. B. third square.

6.

B. K. B. takes K. B. P. and checks ;*W.* K. to Q. square.

7.

B. Q. to K. R. fourth square.

Had he moved the Q. elsewhere, you would
have won a Piece by playing K. R. P.
one square.

W. K. R. to K. B. square.

8.

B. K. B. to Q. B. fourth square ;*W.* K. Kt. takes K. P.

9.

B. K. castles ;*W.* K. Kt. takes K. B. P.

You might also have taken his K. Kt.

10.

B. K. R. P. one square,—or (*a*).

W. K. Kt. to adversary's Q. third square,
checking with K. B.

11.

B. K. to his R. second square ;

W. K. R. takes K. R.

12.

B. K. B. takes K. Kt.

W. K. B. to adversary's K. Kt. sq. checks,
and will win the Q.

(*a*).

10.

B. K. Kt. to K. B. third square ;

W. K. Kt. to adversary's Q. third square,
checking with K. B.

11.

B. K. to his R. square ;

W. Q. takes Q.

12.

B. K. B. takes K. Kt.

W. K. R. takes K. Kt.

13.

B. K. R. takes R.

W. K. P. one square.

14.

B. K. Kt. P. one square ;*W.* Q. to adversary's K. R. third square.

15.

B. K. B. to its square ;*W.* K. P. takes K. R.

16.

B. K. B. takes Q.*W.* Q. B. takes K. B. and then check-mates
at adversary's K. Kt. second square.

*SECOND VARIATION OF THIS GAME,**BEGINNING AT THE NINTH MOVE OF THE FIRST
VARIATION.*

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. B. to Q. R. fourth square ;*W.* The same.

3.

B. Q. to adversary's K. R. fourth square ;*W.* Q. to K. second square.

4.

B. K. Kt. to K. B. third square;*W.* Q. P. one square.

5.

B. K. Kt. to adversary's K. Kt. fourth sq.*W.* K. Kt. to K. B. third square.

6.

B. K. B. takes K. B. P. and checks;*W.* K. to Q. square.

7.

B. Q. to K. R. fourth square;*W.* K. R. to K. B. square.

8.

B. K. B. to Q. B. fourth square;*W.* K. Kt. takes K. P.

9.

B. Q. takes K. Kt.*W.* K. B. takes K. B. P. and checks.

10.

B. K. to his B. square;*W.* Q. takes K. Kt.

11.

B. K. B. to K. second square;*W.* K. R. to adversary's K. B. fourth square.

12.

- B.* Q. to her third square ;
W. Q. B. to K. B. fourth square.

13.

- B.* Q. to adversary's Q. fourth square ;
W. Q. B. to adversary's K. fourth square.

14.

- B.* Q. to adversary's K. Kt. sq. and checks ;
W. K. to his second square.

15.

- B.* K. B. to its third square ;
W. Q. B. takes K. B.

16.

- B.* K. Kt. P. takes Q. B.
W. K. R. takes K. Kt. P.

17.

- B.* Q. P. one square ;
W. K. B. to adversary's K. R. fourth square,
checking with K. R.

18.

- B.* K. to his second square ;
W. Q. to adversary's K. Kt. second square,
and checks.

19.

B. K. to Q. square;*W.* K. R. to adversary's K. B. square, and checks.

20.

B. K. R. takes R.*W.* Q. takes R. and checks.

21.

B. K. to Q. second square;*W.* Q. to adversary's K. square, and check-mates.

THIRD VARIATION OF THIS GAME,

BEGINNING AT THE TENTH MOVE OF THE SECOND

VARIATION.

1.

B. K. P. two squares;*W.* The same.

2.

B. K. B. to Q. B. fourth square;*W.* The same.

K 2

3.

B. Q. to adversary's K. R. fourth square ;*W.* Q. to K. second square.

4.

B. K. Kt. to K. B. third square ;*W.* Q. P. one square.

5.

B. K. Kt. to adversary's K. Kt. fourth sq.*W.* K. Kt. to K. B. third square.

6.

B. K. B. takes K. B. P. and checks ;*W.* K. to Q. square.

7.

B. Q. to K. R. fourth square ;*W.* K. R. to K. B. square.

8.

B. K. B. to Q. B. fourth square ;*W.* K. Kt. takes K. P.

9.

B. Q. takes K. Kt.*W.* K. B. takes K. B. P. and checks.

10.

B. K. to Q. square ;*W.* Q. takes K. Kt.

11.

B. Q. P. two squares.

If he were to play this Pawn only one sq.
you would win the Q. by checking
with your Q. B.

W. Q. to adversary's K. Kt. fourth square,
and checks.

12.

B. Q. takes Q.

W. Q. B. takes Q. and checks.

13.

B. K. B. to K. second square;

W. Q. B. takes K. B. and checks.

14.

B. K. takes Q. B.

W. K. B. takes Q. P.

White has considerably the best of the
game.

FOURTH VARIATION OF THIS GAME,

BEGINNING AT THE ELEVENTH MOVE OF THE THIRD
VARIATION.

1.

B. K. P. two squares;

W. The same.

K 3

2.

- B.* K. B. to Q. B. fourth square ;
W. The same.

3.

- B.* Q. to adversary's K. R. fourth square :
W. Q. to K. second square.

4.

- B.* K. Kt. to K. B. third square ;
W. Q. P. one square.

5.

- B.* K. Kt. to adversary's K. Kt. fourth sq.
W. K. Kt. to K. B. third square.

6.

- B.* K. B. takes K. B. P. and checks ;
W. K. to Q. square.

7.

- B.* Q. to K. R. fourth square ;
W. K. R. to K. B. square.

8.

- B.* K. B. to Q. B. fourth square ;
W. K. Kt. takes K. P.

9.

- B.* Q. takes K. Kt.
W. K. B. takes K. B. P. and checks.

10.

B. K. to Q. square;*W.* Q. takes K. Kt.

11.

B. Q. Kt. to Q. B. third square;*W.* The same.

12.

B. K. R. to K. B. square;*W.* Q. B. to K. B. fourth square.

13.

B. Q. to adversary's Q. fourth square;*W.* Q. Kt. to adversary's Q. Kt. fourth sq.

14.

B. Q. takes Q. Kt. P.*W.* Q. to adversary's K. Kt. fourth square,
and checks.

15.

B. Q. to K. B. third square;*W.* Q. B. takes Q. B. P. and checks.

16.

B. K. to his second square;*W.* K. R. takes Q.

17.

B. K. Kt. P. takes K. R.

W. Q. takes K. B. and checks.

White will easily win the game.

FIFTH VARIATION OF THIS GAME,

BEGINNING AT THE TENTH MOVE OF THE SECOND

VARIATION.

1.

B. K. P. two squares ;

W. The same.

2.

B. K. B. to Q. B. fourth square ;

W. The same.

3.

B. Q. to adversary's K. R. fourth square ;

W. Q. to K. second square.

4.

B. K. Kt. to K. B. third square ;

W. Q. P. one square.

5.

B. K. Kt. to adversary's K. Kt. fourth sq.

W. K. Kt. to K. B. third square.

6.

B. K. B. takes K. B. P. and checks;*W.* K. to Q. square.

7.

B. Q. to K. R. fourth square;*W.* K. R. to K. B. square.

8.

B. K. B. to Q. B. fourth square;*W.* K. Kt. takes K. P.

9.

B. Q. takes K. Kt.*W.* K. B. takes K. B. P. and checks.

10.

B. K. to his second square;*W.* Q. takes K. Kt.

11.

B. K. R. P. one square;*W.* K. R. to adversary's K. B. fourth sq.

12.

B. Q. to adversary's Q. fourth square;*W.* Q. to K. R. fourth square, and checks.

13.

B. K. Kt. P. two squares;*W.* Q. B. takes K. Kt. P. and checks;

14.

B. K. R. P. takes Q. B.—or (*a*).*W.* Q. takes P. and checks.

15.

B. K. to his B. square.

If he were to play K. to Q. third square,
 he would lose the Q. by your playing
 K. R. to his Q. fourth.

W. K. B. to adversary's K. R. fourth sq.
 checking with the K. R.

16.

B. Q. interposes;

W. Q. takes Q. and check-mates the next
 move.

(*a*).

14.

B. K. to his B. square;*W.* Q. B. takes K. R. P. and checks.

15.

B. K. R. takes Q. B.*W.* Q. to adversary's Q. square, and checks.

16.

B. K. to his Kt. second square;

W. Q. to adversary's K. Kt. square, and
 check-mates.

SIXTH VARIATION OF THIS GAME,

BEGINNING AT THE NINTH MOVE OF THE SECOND

VARIATION.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. B. to Q. B. fourth square ;*W.* The same.

3.

B. Q. to adversary's K. R. fourth square ;*W.* Q. to K. second square.

4.

B. K. Kt. to K. B. third square ;*W.* Q. P. one square.

5.

B. K. Kt. to adversary's K. Kt. fourth sq.*W.* K. Kt. to K. B. third square.

6.

B. K. B. takes K. B. P. and checks ;*W.* K. to Q. square.

7.

B. Q. to K. R. fourth square ;*W.* K. R. to K. B. square.

8.

- B.* K. B. to Q. B. fourth square ;
W. K. Kt. takes K. P.

9.

- B.* K. Kt. to adversary's K. B. second sq.
and checks ;—or (*a*).
W. K. R. takes K. Kt.

10.

- B.* Q. takes K. Kt.
W. K. B. takes K. B. P. and checks.

11.

- B.* K. to his Q. square ;
W. K. R. to adversary's K. B. fourth sq.

12.

- B.* Q. to adversary's Q. fourth square ;
W. Q. B. P. one square.

18.

- B.* Q. to adversary's K. Kt. sq. and checks ;
W. K. to Q. B. second square.

14.

- B.* K. B. to K. second square ;
W. K. Kt. P. one square.

15.

B. Q. to Q. Kt. third square;

W. Q. B. to K. third square.

White, having gained a Pawn with a better situation, ought certainly to win the game.

(a).

9.

B. K. Kt. to adversary's K. third square,
and checks;

W. Q. B. takes K. Kt.

10.

B. Q. takes K. Kt.

W. K. R. to adversary's K. B. fourth square.

11.

B. Q. takes K. R. P.—or (b).

W. K. B. takes K. B. P. and checks.

12.

B. K. to his second square;

W. Q. B. to adversary's K. Kt. fourth sq.
and checks.

13.

B. K. to his B. square;

W. Q. to K. B. square.

14.

- B.* Q. to her third square ;
W. K. R. to adversary's Q. fourth square.
 White will easily win the game.

(b).

11.

- B.* Q. takes Q. Kt. P.
W. Q. to adversary's K. R. fourth square.

12.

- B.* K. Kt. P. one square ;—or (c).
W. K. B. takes K. B. P. and checks.

13.

- B.* K. to his B. square ;—or (d).
 Should he play K. to his Q. square, you must take K. B. with K. R. as he dare not take your Queen in consequence of the threatened check-mate with your Q. B.
W. K. B. takes K. Kt. P. checking with K. R.

14.

- B.* K. to his Kt. square ;
W. K. B. to adversary's K. B. second sq. and checks.

15.

B. K. to his B. square;

W. K. B. to Q. B. fourth square, checking
with K. R.

16.

B. K. to his second square;

W. Q. to adversary's K. B. second square,
and checks.

17.

B. K. to Q. third square;

White check-mates in two moves.

(c).

12.

B. K. castles;

W. K. B. takes K. B. P. and checks.

13.

B. K. R. takes K. B.

Were he to move the K. to his R. square,
you should take his K. R. P. with your
Q. and then check-mate with your K.
R.

W. Q. takes K. R. and checks.

14.

B. K. to his R. square.

White check-mates in two moves.

(d).

13.

B. K. to his second square ;*W.* Q. to adversary's K. Kt. fourth square,
and checks.

14.

B. K. to his B. square ;—or (e).*W.* K. B. takes K. Kt. P. checking with K.
R.

15.

B. K. to his Kt. square ;*W.* K. B. to adversary's K. B. second square,
checking with the Q. and also with K.
B.

16.

B. K. to his B. square ;*W.* Q. to adversary's Q. square, and checks.

17.

B. K. to his Kt. second square ;

White check-mates in two moves.

(e).

14.

B. K. to his Q. third square ;*W.* K. R. checks at adversary's Q. fourth sq.

15.

B. K. to Q. B. third square ;

W. K. R. takes K. B. and checks.

White will check-mate in two moves.

SEVENTH VARIATION OF THIS GAME,

BEGINNING AT THE SIXTH MOVE OF THE SECOND

VARIATION.

1.

B. K. P. two squares ;

W. The same.

2.

B. K. B. to Q. B. fourth square ;

W. The same.

3.

B. Q. to adversary's K. R. fourth square ;

W. Q. to K. second square.

4.

B. K. Kt. to K. B. third square ;

W. Q. P. one square.

5.

B. K. Kt. to adversary's K. Kt fourth sq.

W. K. Kt. to K. B. third square.

6.

- B.* Q. takes K. B. P. and checks;
W. Q. takes Q.

7.

- B.* K. B. takes Q. and checks;—or (*a*).
W. K. to his second square.

8.

- B.* K. B. to Q. B. fourth square;
W. K. R. P. one square.

9.

- B.* K. Kt. to K. B. third square;
W. K. Kt. takes K. P.

10.

- B.* K. castles;
W. K. R. to K. B. square.

11.

- B.* Q. B. P. one square;
This is a bad move: he ought to have
played his Q. P. one square.
W. K. B. takes K. B. P. and checks.

12.

- B.* K. R. takes K. B.
If he move his K. you must remove your
K. B.
W. K. Kt. takes K. R.

B. K. takes K. Kt.

W. K. P. one square, &c.

White has decidedly the advantage.

(a).

7.

B. K. Kt. takes Q.

W. K. R. to K. B. square.

8.

B. K. Kt. to adversary's K. Kt. fourth sq.

W. K. R. P. one square.

9.

B. K. Kt. to K. B. third square;

W. K. Kt. takes K. P.

10.

B. K. castles;

W. K. B. takes K. B. P. &c.

Eighteenth Game.

1.

W. K. P. two squares;

B. The same.

2.

W. Q. B. P. one square;

B. K. Kt. to K. B. third square.

3.

W. Q. to Q. B. second square;

B. K. B. to Q. B. fourth square.

4.

W. K. Kt. to K. B. third square;

B. K. Kt. to adversary's K. Kt. fourth sq.

Black loses the game by this move; he ought to have played Q. Kt. to Q. B. third, or Q. P. one square.

5.

W. Q. P. two squares;

B. P. takes P.

6.

W. Q. B. P. takes P.

B. K. B. to adversary's Q. Kt. fourth sq. and checks.

7.

W. Q. Kt. to Q. B. third square;
B. K. castles.

8.

W. K. R. P. one square;
B. K. Kt. to K. B. third square.

9.

W. Q. B. to adversary's K. Kt. fourth sq.
B. K. R. P. one square.

10.

W. K. P. one square;
B. K. R. P. takes B.

11.

W. K. Kt. takes P.
B. K. B. takes Q. Kt. and checks.

12.

W. Q. Kt. P. takes K. B,
B. K. R. to K. square.

13.

W. K. B. to K. second square;
B. K. Kt. to Q. fourth square.

14.

W. Q. to adversary's K. R. second square,
and checks;
B. K. to his B. square.

15.

W. Q. to adversary's K. R. sq. and checks ;*B.* K. to his second square.

16.

W. Q. takes K. Kt. P.*B.* K. R. to K. B. square.

17.

W. K. B. to adversary's K. R. fourth sq.*B.* Q. to K. square.

18.

W. Q. B. P. one square ;*B.* K. R. to K. Kt. square.

19.

W. Q. takes K. B. P. and checks ;*B.* Q. takes Q.

20.

W. K. B. takes Q.*B.* K. R. takes K. Kt.

21.

W. K. B. takes Kt. and must win.

Nineteenth Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. Q. B. P. one square ;*B.* K. B. to Q. B. fourth square ;

3.

W. K. Kt. to K. B. third square ;*B.* Q. P. one square.

4.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. to K. B. third square.

5.

W. K. castles ;*B.* K. Kt. takes K. P.

This is not a good move ; he should have played Q. Kt. to Q. B. third square, or have castled.

6.

W. Q. to Q. R. fourth square, and checks ;*B.* Q. B. to Q. second square.

7.

- W.* K. B. takes K. B. P. and checks ;
B. K. takes K. B.

8.

- W.* Q. takes K. Kt.
B. Q. B. to its third square.

9.

- W.* Q. to Q. B. fourth square, and checks ;
B. K. to his square.

10.

- W.* K. Kt. takes K. P.
B. Q. P. takes K. Kt.

11.

- W.* Q. takes K. B.

White has much the best of the game.

Twentieth Game.

1.

W. K. P. two squares;*B.* Q. P. two squares.

2.

W. K. P. takes Q. P.*B.* Q. takes K. P.

3.

W. Q. P. two squares;*B.* Q. to adversary's K. fourth square, and checks;

4.

W. Q. B. to K. third square;*B.* Q. B. to K. B. fourth square.

5.

W. Q. Kt. to Q. B. third square;*B.* Q. takes Q. B. P.

This move, which appears so good for the Black, is, in reality, a very bad one.

6.

W. Q. takes Q.*B.* Q. B. takes Q.

7.

W. Q. R. to Q. B. square ;*B.* Q. B. to K. B. fourth square.

8.

W. Q. Kt. to adversary's Q. fourth square.

Black must lose, at least, a Rook for a Knight.

FIRST VARIATION OF THIS GAME,

BEGINNING AT THE THIRD MOVE OF THE WHITE.

1.

W. K. P. two squares ;*B.* Q. P. two squares.

2.

W. K. P. takes Q. P.*B.* Q. takes K. P.

3.

W. K. Kt. to K. B. third square ;*B.* Q. B. to adversary's K. Kt. fourth sq.

4.

W. K. B. to K. second square ;*B.* K. P. two squares.

5.

W. K. castles;*B.* K. P. one square.

6.

W. Q. Kt. to Q. B. third square;*B.* Q. to K. third square.

7.

W. Q. Kt. takes K. P.*B.* Q. takes K. Kt.

8.

W. K. B. to adversary's Q. Kt. fourth sq. and checks;*B.* Q. B. P. one square.—or (*a*)

9.

W. K. R. to K. square;*B.* Q. B. takes K. Kt.

10.

W. K. R. takes Q. and checks.

It would be fully as good play to take Q. B.
with your K. Kt. P.

B. Q. B. takes R.

11.

W. Q. to K. second square;*B.* K. B. P. two squares.

If he were to take your K. B. you must
take his Q. B. and then his Q. Kt. P.

12.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. to K. second square.

13.

W. Q. P. one square ;*B.* Q. B. to Q. fourth square.

14.

W. Q. B. to adversary's K. Kt. fourth sq.*B.* Q. B. takes K. B.

15.

W. Q. P. takes Q. B.*B.* K. R. P. one square.

16.

W. Q. B. takes K. Kt.*B.* K. B. takes Q. B.

17.

W. Q. R. to K. square ;*B.* K. castles.

18.

W. Q. takes K. B.*B.* K. R. to K. B. second square.

19.

W. Q. to adversary's Q. square, and checks ;*B.* K. to his R. second square.

20.

W. K. R. to adversary's K. square;*B.* K. R. to Q. second square.

21.

W. K. R. to adversary's K. R. square, and checks;*B.* K. to his Kt. third square.

22.

W. Q. to adversary's K. square, and checks;*B.* K. to his B. third square.—or (*b*).

23.

W. K. R. to adversary's K. B. square, and checks;*B.* K. to his Kt. fourth square.

24.

W. K. R. P. two squares, and checks;*B.* K. takes the P.

25.

W. K. Kt. P. one square, and checks;*B.* K. to adversary's K. Kt. fourth square.

26.

W. K. to his Kt. second square;*B.* K. R. to Q. third square.

27.

W. K. B. P. one square, and checks;*B.* K. to his Kt. fourth square.

28.

W. K. B. P. one square, and checks;*B.* K. to adversary's K. Kt. fourth square.

29.

W. Q. check-mates at K. second square.

(a).

8.

W. K. B. to adversary's Q. Kt. fourth sq. and checks;*B.* K. to Q. square.

9.

W. K. R. to K. square;*B.* Q. B. takes K. Kt.

10.

W. K. R. takes Q.*B.* Q. B. takes Q.

11.

W. K. R. to adversary's K. square, and check-mates.

(b).

22.

W. Q. to adversary's K. square, and checks;

B. K. to his Kt. fourth square.

23.

W. K. R. P. two squares, and checks;

B. K. to adversary's K. Kt. fourth square.

24.

W. Q. to adversary's K. Kt. third square,
and checks;

B. K. to adversary's K. B. fourth square.

25.

W. Q. to K. Kt. third square, and checks;

B. K. to adversary's K. fourth square.

26.

W. Q. to K. third square, and check-mates.

KING'S GAMBIT.



The following Game affords a good Specimen of Play, both for the Attack and Defence.

1.

W. K. P. two squares ;

B. The same.

2.

W. K. B. P. two squares ;

B. P. takes P.

3.

W. K. Kt. to K. B. third square ;

B. K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square ;

B. K. Kt. P. one square.

5.

W. K. Kt. to adversary's K. fourth square ;

B. Q. to adversary's K. R. fourth square,
and checks.

6.

W. K. to his B. square ;

B. The Gambit Pawn one square.

7.

- W.* K. Kt. P. one square;
B. Q. to adversary's K. R. third square, and checks.

8.

- W.* K. to K. B. second square;
B. Q. to adversary's K. Kt. second square; and checks.

9.

- W.* K. to his third square;
B. K. B. to K. R. third square, and checks.

10.

- W.* K. to Q. third square;
B. Q. P. two squares.

11.

- W.* K. B. takes P.
B. Q. B. P. one square.

12.

- W.* K. B. takes K. B. P. and checks;
B. K. to his second square.

13.

- W.* Q. to K. B. square;
B. K. to his B. third square.

14.

W. K. B. takes K. Kt.*B.* K. takes K. Kt.

15.

W. K. B. to Q. Kt. third square ;*B.* K. R. to Q. square, and checks.

16.

W. K. to Q. B. third square ;*B.* K. B. to K. Kt. second square.

17.

W. Q. P. one square ;*B.* K. to Q. third square, checking with K.
B.

18.

W. Q. P. one square ;*B.* K. to Q. B. second square.

19.

W. Q. B. to K. B. fourth sq. and checks ;*B.* K. to Q. Kt. third square.

20.

W. K. P. one square ;*B.* Q. R. P. two squares.

21.

W. Q. Kt. to Q. second square ;*B.* K. to Q. R. second square.

22.

W. Q. takes Q.*B.* P. takes Q.

23.

W. K. R. to K. Kt. square;*B.* Q. Kt. P. two squares.

24.

W. Q. Kt. to K. fourth square;*B.* Q. B. to K. B. fourth square.

25.

W. Q. R. to K. square;*B.* Q. Kt. to Q. R. third square.

26.

W. Q. R. P. one square;*B.* Q. B. P. one square.

27.

W. Kt. takes Q. B. P.*B.* Q. R. to Q. B. square.

28.

W. K. B. to adversary's K. B. second sq.*B.* Kt. takes Kt.

29.

W. Q. P. takes Kt.*B.* Q. R. takes Q. P. and checks.

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30.

W. K. to Q. Kt. third square ;*B.* Q. R. takes Q. B. P.

31.

W. Q. R. to Q. B. square ;*B.* K. R. to Q. B. square.

32.

W. R. takes R.*B.* R. takes R.

33.

W. K. B. to adversary's Q. fourth square ;*B.* R. to adversary's K. second square.

34.

W. R. takes P.*B.* R. to adversary's K. square.

The game is even, as Black will win the
K. P.

THE
MUZIO GAMBIT.

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THE MUZIO GAMBIT.



IN my Translation of DR. SALVIO's Work, published in 1713, will be found the first notice in an English Dress, of this Gambit, and an account of its origin. The outline of the "Attack" was sent to SALVIO by a friend of his, SIGNOR MUZIO, whose name has, with great justice, been given to the whole Game.

The anonymous Author of PHILIDOR, of whom mention is already made in the Preface, speaking of this Gambit, has said that "*none of the continuations from SALVIO's opening which are extant, approach demonstration of the Problem* whether the radical sacrifice of a Knight can be recovered against the most skilful counter-play." Without attempting to guess at the meaning of this Editor, I hope I may be permitted to observe that a well played game is certainly *some approach* towards demonstration: and, as I had given, at the conclusion of my

Translation of SALVIO, *three* games which I considered to be, at least, pretty well played, and which were then, and still are, the *only* games *extant* in print on this Gambit, independent of the Italian manner of castling; my Readers may, perhaps, be of opinion that the anonymous Editor might have spoken a little more candidly of this first attempt to analyse and to bring into notice in England, this most beautiful and instructive of all Gambits; which was never taught either by PHILIDOR or VERDONI; though the latter used to call it "*his* Gambit."

I will not here repeat what has been said in the Preface respecting the Muzio Gambit: but I may be allowed to hope that the following games will contribute, and that in no trifling degree, to assist the Editor, before alluded to, in purifying the dross of those materials with which he threatens to favour the Public: and I will venture to add that they ought to be carefully studied by all players who are desirous of excelling in Chess; not only on account of the intricate and beautiful combinations which arise and vary at almost every move; but also because the play of this Gambit will shew, in a stronger light than any other:—1st, to him who has the "Attack," the advantage of bringing into play a greater number of Pieces than his adversary;—and, 2ndly, to the player of the "Defence," it will point out

how essential it is *not to lose a move*; and how important to exchange Pieces in order to paralyse a powerful attack: for it may be asserted that the player who defends this Gambit will lose, if he does not carefully seek a very early exchange of Pieces; or even that of *a Piece for two Pawns*.

First Game.

1.

W. K. P. two squares ;

B. The same.

2.

W. K. B. P. two squares ;

B. K. P. takes P.

3.

W. K. Kt. to K. B. third square ;

B. K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square ;

B. K. Kt. P. one square.

5.

W. K. castles ;

B. K. Kt. P. takes Kt.

6.

W. Q. takes P.

B. Q. to K. second square.

This move is very frequently, played with
the view of protecting the K. B. P.

which will be attacked by three Pieces on the Gambit's Pawn being taken by the Queen; it also threatens a check on the Q. B. fourth sq. at the same time attacking the K. B. It is not, however, the best move the Black can play. Q. to K. B. third square is much better, as will be afterwards demonstrated.

7.

W. Q. P. two squares; (*a*)

B. Q. Kt. to Q. B. third square.

8.

W. Q. takes P. (*b*)

B. Q. Kt. takes Q. P.

(*a*) It is better to move the Pawn two squares than to take the Gambit Pawn with the Q. as the Black, in that case, would play his Q. to the Q. B. fourth, checking your K. and then take your K. B.—and although you might win his K. R. by checking with your Q. at his K. fourth sq. yet your game would be greatly inferior to his.

(*b*) If, instead of this move, you had played Q. B. P. one square to protect your K. P. he would have played his Q. Kt. to his K. fourth square, attacking your Q. and K. B. and, on your taking the Kt. with your Q. P. he would have checked you with his Q. at her B. fourth sq. and have taken your K. B. which would very much have weakened your attack. You might also have taken the Gambit Pawn with the Q. B. but it is better to take it with the Q.

9.

W. K. B. takes K. B. P. and checks ;*B.* K. to Q. square.

10.

W. Q. Kt. to Q. B. third square ;*B.* K. Kt. to K. R. third square.

11.

W. Q. to K. B. second square ;*B.* K. Kt. takes K. B.

12.

W. Q. takes Q. Kt.*B.* Q. to her B. fourth square.

This move appears a very good one, as it seems to force an exchange of Queens ; it is, however, very exceptionable.

13.

W. Q. B. to K. third square ;*B.* Q. to K. second square.

14.

W. Q. Kt. to adversary's Q. fourth square ;*B.* Q. to K. third square.

15.

W. Q. takes K. R.*B.* K. Kt. takes Q.

16.

W. K. R. takes K. B. and checks;*B.* Q. interposes.

17.

W. Q. B. to adversary's K. Kt. fourth square,
and check-mates.

VARIATION OF THIS GAME,

BEGINNING AT THE FOURTEENTH MOVE OF THE BLACK.

1.

W. K. P. two squares;*B.* The same.

2.

W. K. B. P. two squares;*B.* K. P. takes P.

3.

W. K. Kt. to K. B. third square;*B.* K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square;*B.* K. Kt. P. one square.

5.

W. K. castles;*B.* K. Kt. P. takes Kt.

6.

W. Q. takes P.*B.* Q. to her K. second square.

7.

W. Q. P. two squares;*B.* Q. Kt. to Q. B. third square.

8.

W. Q. takes P.*B.* Q. Kt. takes Q. P.

9.

W. K. B. takes K. B. P. and checks;*B.* K. to Q. square.

10.

W. Q. Kt. to Q. B. third square;*B.* K. Kt. to K. R. third square.

11.

W. Q. to K. B. second square;*B.* K. Kt. takes K. B.—or (*a*).

12.

W. Q. takes Q. Kt,*B.* Q. to her B. fourth square.

13.

W. Q. B. to K. third square;*B.* Q. to K. second square.

14.

W. Q. Kt. to adversary's Q. fourth square ;

B. Q. to K. square.

15.

W. Q. B. to adversary's K. Kt. fourth sq.
and checks ;

B. K. Kt. takes Q. B.

16.

W. Q. to adversary's K. B. third square, and
checks ;

B. K. B. interposes.

17.

W. Q. Kt. takes K. B.

If the Black take the Kt. he will lose the
R. and Q. and if he move any Piece
White will check-mate in two moves
at most, therefore—

B. Q. P. one square.

18.

W. Q. Kt. to adversary's Q. fourth square,
and checks with the Q.

B. K. to Q. second square.

19.

W. Q. to adversary's K. Kt. second square,
and checks ;

B. K. to Q. B. third square.

20.

W. Q. takes Q. B. P. and checks;

B. K. to Q. Kt. fourth square.

21.

W. Q. R. P. two squares, and checks;

B. K. to Q. R. third square.

22.

W. Q. Kt. to its fourth square, and check-mates.

(a).

11.

W. Q. to K. B. second square;

B. Q. takes K. B.

12.

W. Q. takes Q. Kt.

B. Q. to K. Kt. second square.

13.

W. Q. B. to adversary's K. Kt. fourth sq. and checks;

If the Black move the K. White will play Q. B. to adversary's K. B. third sq. and will win K. R. and if the Black take the B. White must take K. R. and afterwards K. B.

Second Game.

1.

W. K. P. two squares;*B.* The same.

2.

W. K. B. P. two squares;*B.* K. P. takes P.

3.

W. K. Kt. to K. B. third square;*B.* K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square;*B.* K. Kt. P. one square.

5.

W. K. castles;*B.* K. Kt. P. takes Kt.

6.

W. Q. takes P.*B.* Q. to K. second square.

7.

W. Q. P. two squares;*B.* Q. Kt. to Q. B. third square.

8.

W. Q. B. takes the Gambit Pawn;*B.* Q. Kt. takes Q. P.

9.

W. Q. to adversary's K. R. fourth square;*B.* Q. to her B. fourth square.

10.

W. Q. takes K. B. P. and checks;*B.* K. to Q. square.

11.

W. Q. B. to adversary's K. Kt. fourth sq.
and checks.

If the Black Q. take the B. White will
check-mate by taking K. B. and if he
interpose the Q. or K. B. White will
check-mate at adversary's K. B. sq.
therefore—

B. K. Kt. to K. B. third square.

12.

W. Q. B. takes K. Kt. and checks.*B.* K. B. interposes.

13.

W. Q. B. takes K. R.*B.* Q. Kt. to K. third square, and checks
with the Q.

14.

W. K. to K. R. square;*B.* Q. takes K. B.

15.

W. Q. to adversary's K. Kt. sq. and checks;*B.* K. B. to its square.

16.

W. K. R. takes K. B. and checks;*B.* K. to his second square.

17.

W. Q. Kt. to Q. R. third sq. and White will
easily win the game.

*VARIATION OF THIS GAME,**BEGINNING AT THE NINTH MOVE OF THE BLACK.*

1.

W. K. P. two squares;*B.* The same.

2.

W. K. B. P. two squares;*B.* P. takes P.

3.

W. K. Kt. to K. B. third square;*B.* K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square;*B.* K. Kt. P. one square.

5.

W. K. castles;*B.* K. Kt. P. takes Kt.

6.

W. Q. takes P.*B.* Q. to K. second square.

7.

W. Q. P. two squares;*B.* Q. Kt. to Q. B. third square.

8.

W. Q. B. takes the Gambit P.*B.* Q. Kt. takes Q. P.

9.

W. Q. to adversary's K. R. fourth square;*B.* Q. Kt. to K. third square.

10.

W. Q. B. to adversary's K. fourth square;*B.* Q. to her B. fourth square, and checks.

11.

W. K. to his R. square;*B.* Q. takes K. B.

12.

W. Q. takes K. B. P. and checks ;

B. K. to Q. square.

13.

W. Q. B. takes K. R.

B. Must lose another Piece, and consequently the game.

Third Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. B. P. two squares ;*B.* P. takes P.

3.

W. K. Kt. to K. B. third square ;*B.* K. Kt. P. two squares.

4.

W. K. B. to B. fourth square ;*B.* K. Kt. P. one square.

5.

W. K. castles ;*B.* P. takes K. Kt.

6.

W. Q. takes P.*B.* Q. to K. second square.

7.

W. Q. P. two squares ;*B.* Q. Kt. to Q. B. third square ;

N 4

8.

- W.* Q. B. P. one square ;
B. Q. Kt. to K. fourth square.

9.

- W.* Q. P. takes Q. Kt.
B. Q. to her B. fourth square, and checks.

10.

- W.* K. to his R. square ;
B. Q. takes K. B.

11.

- W.* Q. B. takes the Gambit P.
B. Q. P. one square.

It would have been better to play Q. to
K. third square.

12.

- W.* Q. Kt. to Q. R. third square ;
B. Q. to K. third square.

13.

- W.* Q. Kt. to adversary's Q. Kt. fourth sq.
B. Q. to her second square.

14.

- W.* Q. B. to adversary's K. Kt. fourth sq.
B. Q. P. takes P.

15.

W. Q. R. to Q. square.

If the Q. move to any square except K. second, White will check-mate at adversary's Q. square, therefore—

B. Q. to K. second square.—or (*a*).

16.

There are few players who would not immediately take the Q. with Q. B. satisfied with having gained such an advantage; the check-mate may, however, be *forced* in a masterly manner in *two* moves.

W. Q. takes K. B. P. and checks;

B. Q. is compelled to take the Q.

17.

W. Q. R. to adversary's Q. square, and check-mates.

(*a*).

15.

W. Q. R. to Q. square;

B. K. B. to Q. third square.

16.

W. Q. R. takes K. B.

B. Q. B. P. takes Q. R.

17.

W. Q. Kt. takes P. on Q. file, and checks.

If the Black Q. take the Kt. White will check-mate by taking K. B. P. therefore—

B. K. to his B. square.

18.

W. Q. takes K. B. P. and checks;

B. Q. takes Q.

19.

W. K. R. takes Q. and check-mates.

Fourth Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. B. P. two squares ;*B.* K. P. takes P.

3.

W. K. Kt. to K. B. third square ;*B.* K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. P. one square.

5.

W. K. castles ;*B.* K. Kt. P. takes the Kt.

6.

W. Q. takes P.*B.* Q. to K. second square.

7.

W. Q. P. two squares ;*B.* K. B. to K. R. third square.

8.

W. Q. B. takes the Gambit P.*B.* Q. P. one square.

9.

W. Q. B. takes K. B.*B.* K. Kt. takes Q. B.

10.

W. Q. to adversary's K. R. fourth square ;*B.* Q. to K. B. square.

11.

W. K. R. to adversary's K. B. third square ;*B.* K. Kt. to its square.

12.

W. K. R. takes K. B. P.*B.* Q. to K. R. third square.

13.

W. K. R. to adversary's K. B. square, and checks with Q. and R.

If the Black take the R. White will check-mate at adversary's K. B. second sq. and, if he move the K. elsewhere, White will check-mate with the Q. at adversary's K. square.

VARIATION OF THIS GAME,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. B. P. two squares ;*B.* K. P. takes P.

3.

W. K. Kt. to K. B. third square ;*B.* K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. P. one square.

5.

W. K. castles ;*B.* K. Kt. P. takes the Kt.

6.

W. Q. takes P.*B.* Q. to K. second square.

7.

W. Q. P. two squares ;*B.* K. B. to K. R. third square.

8.

W. Q. B. takes the Gambit P.*B.* K. B. takes Q. B.

9.

W. Q. takes K. B.*B.* Q. Kt. to Q. B. third square.

10.

W. K. B. takes K. B. P. and checks ;*B.* K. to Q. square.

11.

W. K. B. to adversary's K. R. fourth sq.*B.* Q. Kt. takes Q. P.

12.

W. Q. to adversary's K. B. sq. and checks ;*B.* Q. takes Q.

13.

W. K. R. takes Q. and checks ;*B.* K. to his second square.

14.

W. K. R. to adversary's K. sq. and checks :*B.* K. to Q. third square.

15.

W. Q. Kt. to Q. R. third square ;*B.* Q. B. P. one square.

16.

- W.* Q. R. to Q. square;
B. K. to Q. B. fourth square.

17.

- W.* Q. B. P. one square;
B. Q. Kt. to K. third square.

18.

- W.* K. B. to adversary's K. B. second sq.
B. K. Kt. to K. R. third square.

19.

- W.* K. R. takes R.
B. K. Kt. takes K. B.

20.

- W.* K. R. takes K. R. P.
White has greatly the advantage.

Fifth Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. B. P. two squares ;*B.* K. P. takes P.

3.

W. K. Kt. to K. B. third square ;*B.* K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. P. one square.

5.

W. K. castles ;*B.* K. Kt. P. takes K. Kt.

6.

W. Q. takes P.*B.* Q. to K. second square.

7.

W. Q. P. two squares ;*B.* K. B. to K. R. third square.

8.

- W.* Q. B. P. one square ;
B. Q. Kt. to Q. B. third square.

9.

- W.* Q. B. takes P.
B. K. B. takes Q. B.

10.

- W.* Q. takes K. B.
B. Q. P. one square.

11.

- W.* K. B. takes K. B. P. and checks ;
B. K. to Q. square.

12.

- W.* Q. to K. Kt. third square.
B. K. Kt. to K. R. third square.

13.

- W.* Q. to adverse K. Kt. second square ;
B. K. Kt. takes K. B.

14.

- W.* K. R. takes K. Kt.
B. Q. to K. square.

15.

- W.* Q. to adversary's K. B. third square, and
checks ;
B. Q. Kt. to K. second square.

16.

W. K. R. takes Q. Kt.*B.* Q. takes K. R.

17.

W. Q. takes K. R. and checks;
White has the best of the game.

Sixth Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. B. P. two squares ;*B.* K. P. takes P.

3.

W. K. Kt. to K. B. third square ;*B.* K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. P. one square.

5.

W. K. castles ;*B.* K. Kt. P. takes K. Kt.

6.

W. Q. takes K. Kt. P.*B.* Q. to K. second square.

7.

W. Q. P. two squares ;*B.* Q. Kt. to Q. B. third square ;

o 2

8.

W. Q. takes the Gambit Pawn;*B.* Q. Kt. takes Q. P.

9.

W. K. B. takes K. B. P. and checks;*B.* K. to Q. square.

10.

W. Q. to K. B. second square;*B.* K. B. to K. Kt. second square.

11.

W. Q. Kt. to Q. B. third square;*B.* Q. B. P. one square.

12.

W. Q. B. to K. third square.

If he were to play Q. to her B. fourth sq. by playing Q. R. to Q. square you would win a Piece; and if, instead, he were to play Q. Kt. to its fourth sq. you must take the Q. Kt. with yours, and, on his taking your Q. Kt. you would check-mate him in two moves; therefore he plays—

B. Q. Kt. to K. third square.

13.

W. K. B. takes Q. Kt.*B.* Q. takes K. B.—or (*a*).

14.

W. Q. B. to Q. fourth square ;*B.* Q. to K. R. third square.

15.

W. K. P. one square ;*B.* K. Kt. to K. second square.

16.

W. Q. Kt. to K. fourth square ;*B.* K. R. to K. B. square.

17.

W. Q. B. to adversary's Q. Kt. third sq. and checks ;*B.* K. to his square.

Were he to take the Q. B. he would lose the Q. by your taking, first, the Q. R. P. and checking ; and then playing your Q. Kt. to his Q. third square.

18.

W. Q. Kt. to adversary's Q. third square, and checks ;*B.* Q. takes Q. Kt.

19.

W. K. P. takes Q.*B.* K. R. takes Q.

20.

W. Q. B. takes K. R.

White has decidedly the better game.

(a).

13.

W. K. B. takes Q. Kt.*B.* Q. P. takes K. B.

14.

W. Q. B. to adversary's Q. B. fourth square;*B.* Q. to her B. second square.

15.

W. Q. R. to Q. square, and checks;

If the K. move to his square, or interpose the Q. B. White will check-mate in two moves; therefore the Black must lose the Q. and, consequently, the game.

Seventh Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. B. P. two squares ;*B.* K. P. takes P.

3.

W. K. Kt. to K. B. third square ;*B.* K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. P. one square.

5.

W. K. castles ;*B.* K. Kt. P. takes Kt.

6.

W. Q. takes P.*B.* Q. to K. B. third square.

7.

W. Q. B. P. one square.*B.* K. B. to K. R. third square.

Instead of this move Black ought to play
Q. Kt. to Q. B. third square; and,
should White then advance Q. P. two
squares, Black may take it with Q. Kt.

8.

W. Q. P. two squares;*B.* Q. Kt. to Q. B. third square.

9.

W. K. P. one square;*B.* Q. to K. Kt. second square.

10.

W. Q. B. takes P.*B.* K. B. takes Q. B.

11.

W. Q. takes K. B.*B.* K. Kt. to K. R. third square.

12.

W. Q. Kt. to Q. second square.*B.* Q. Kt. to K. second square.

13.

W. Q. Kt. to K. fourth square;*B.* Q. Kt. to K. Kt. third square.

14.

W. Q. to adversary's K. Kt. fourth square ;

This is a much better move than checking with the Kt. which, however, even many good players would do, as it would force the Black K. to move; it must however, be observed that the Black cannot castle without losing the game: indeed, he has no move to save the game.

B. K. castles.— or (*a*).

15.

W. Q. Kt. to adv. K. B. third sq. and checks;

B. K. to his R. square.

16.

W. Kt. to adversary's K. R. fourth square ;

B. If he move Q. to K. Kt. square, you will check-mate in two moves, therefore—
— K. B. P. one square.

17.

W. P. takes P.

B. R. takes P.

18.

W. Kt. takes Q. and will easily win.

(*a*).

14.

W. Q. to adversary's K. Kt. fourth square ;

B. Q. P. one square.

- W.* Kt. to adversary's K. B. third square,
and checks;
B. If the K. move to his B. square, you must
play your Kt. to his R. fourth square,
and you will gain the Q. or check-
mate; and if, instead, he move K. to
his second square, you must play your
Kt. to his R. fourth square, and you
will win the Q. therefore he plays—
—— K. to Q. square.

16.

- W.* Kt. to adversary's K. R. fourth square,
checking with the Q.
B. K. B. P. one square.

17.

- W.* P. takes K. B. P.
B. Q. to K. B. square.

18.

- W.* P. to adversary's K. B. second sq. and
checks with the Q.
B. Kt. to K. second square.

19.

- W.* Q. to adversary's K. B. third square;
B. K. Kt. to adversary's K. Kt. fourth sq.

20.

W. Q. takes K. R.*B.* Q. takes Q.

21.

W. P. on B. file one square, becomes a Q.
and checks ;*B.* Q. takes Q.

22.

W. R. takes Q. and checks ;*B.* K. to Q. second square.

White has decidedly the advantage.

VARIATION OF THIS GAME,

BEGINNING AT THE TWELFTH MOVE OF THE BLACK.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. B. P. two squares ;*B.* P. takes P.

3.

W. K. Kt. to K. B. third square ;*B.* K. Kt. P. two squares.

4.

- W.* K. B. to Q. B. fourth square;
B. K. Kt. P. one square.

5.

- W.* K. castles;
B. K. Kt. P. takes Kt.

6.

- W.* Q. takes P.
B. Q. to K. B. third square.

7.

- B.* Q. B. P. one square.
B. K. B. to K. R. third square.

8.

- W.* Q. P. two squares;
B. Q. Kt. to Q. B. third square.

9.

- W.* K. P. one square;
B. Q. to K. Kt. second square.

10.

- W.* Q. B. takes the Gambit P.
B. K. B. takes Q. B.

11.

- B.* Q. takes K. B.
B. K. Kt. to K. R. third square.

12.

W. Q. Kt. to Q. second square ;*B.* Q. Kt. to Q. square.

13.

W. Q. Kt. to K. fourth square ;*B.* K. castles.

14.

W. Kt. to adversary's K. B. third sq. and checks ;*B.* K. to his R. square.

15.

W. K. R. to K. B. third square ;*B.* Q. Kt. to K. third square.

16.

W. K. B. takes Q. Kt.*B.* K. B. P. takes K. B.

17.

W. K. R. to K. Kt. third square ;*W.* Q. to K. B. second square.

18.

W. Q. takes K. Kt.*B.* Q. P. one square.

19.

W. K. R. to its third square ;*B.* Cannot avoid being check-mated in two moves.

Eighth Game.

1.

W. K. P. two squares ;

B. The same.

2.

W. K. B. P. two squares ;

B. K. P. takes P.

3.

W. K. Kt. to K. B. third square ;

B. K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square ;

B. K. Kt. P. one square.

5.

W. K. castles ;

B. K. Kt. P. takes Kt.

6.

W. Q. takes P.

B. K. B. to K. R. third square.

7.

W. Q. P. two squares ;

B. Q. to K. B. third square.

8.

- W.* K. P. one square ;
B. Q. to K. B. fourth square.*

9.

- W.* Q. Kt. to Q. B. third square ;
B. Q. B. P. one square.

10.

- W.* Q. Kt to K. fourth square ;
B. K. B. to its square.

11.

- W.* Q. B. takes the Gambit P.
B. Q. P. two squares.

12.

- W.* K. P. takes Q. P.
B. K. B. to K. Kt. second square.

* The two last moves of the Black show very forcibly how necessary it is not to transpose moves ; he ought to have played, on the 6th move, the Q. to K. B. third, this would have prevented White from playing Q. P. two squares ; and, had it been played one square, Black would have played very properly K. B. to K. R. third square ; White could not then have advanced K. P. with any success.

13.

W. Q. to K. third square :*W.* Q. B. to K. third square.

14.

W. P. to adversary's Q. second square, and checks ;*B.* Is compelled to take the Pawn with the K. to avoid losing the Q.

15.

W. Q. B. takes Q. Kt.*B.* Q. to K. Kt. third square.

16.

W. Kt. to adversary's Q. B. fourth square, and checks ;*B.* K. to Q. B. square.

17.

W. Kt. takes Q. B.*B.* P. takes Kt.

18.

W. Q. B. to K. fourth square.

White has decidedly the best of the game.

Ninth Game.

1.

W. K. P. two squares ;
B. The same.

2.

W. K. B. P. two squares ;
B. K. P. takes P.

3.

W. K. Kt. to K. B. third square ;
B. K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square ;
B. K. Kt. P. one square.

5.

W. K. castles ;
B. K. Kt. P. takes K. Kt.

6.

W. Q. takes P.
B. K. B. to K. R. third square.

7.

W. Q. P. two squares ;
B. Q. to K. B. third square.

8.

- W.* K. P. one square ;
B. Q. to K. B. fourth square.

9.

- W.* K. B. to Q. third square ;
B. Q. to K. Kt. fourth square.

10.

- W.* Q. Kt. to Q. B. third square ;
B. K. Kt. to K. second square.

11.

- W.* Q. Kt. to K. fourth square ;
B. Q. to adversary's K. R. fourth square.

12.

- W.* Q. B. to Q. second square ;
B. K. Kt. to Q. B. third square.

Were he to castle, you would win his Q.
by playing your Q. B. to K. square.

13.

- W.* Q. B. to K. square ;
B. Q. to K. second square.

14.

- W.* Q. to adversary's K. R. fourth square ;
B. Q. to K. B. square.

15.

- W.* Q. P. one square;
B. K. Kt. to K. second square.

16.

- W.* Q. P. one square;
B. K. Kt. to its third square.

17.

- W.* Q. P. takes Q. B. P.
B. Q. Kt. to Q. B. third square.

18.

- W.* Kt. to adversary's Q. third square, and
checks;
B. K. to his second square.

19.

- W.* Kt. to adversary's K. B. fourth square,
and checks;
B. K. to his square.

20.

- W.* Kt. takes K. B.
B. Q. Kt. takes K. P.

21.

- W.* K. B. takes K. Kt.
B. Q. Kt. takes K. B.

22.

W. Q. B. to its third square;*B.* K. B. P. one square.

23.

W. Q. R. to K. square, and checks;*B.* Is compelled to interpose the Q.

24.

W. Q. B. takes K. B. P.*B.* Q. takes R.

25.

W. R. takes Q. and checks;*B.* K. to his B. square.

26.

W. Q. to adversary's Q. B. fourth square,
and checks; and, in two moves, check-
mates.

Tenth Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. B. P. two squares ;*B.* K. P. takes P.

3.

W. K. Kt. to K. B. third square ;*B.* K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. P. one square.

5.

W. K. castles ;*B.* K. Kt. P. takes P.

6.

W. Q. takes P.*B.* Q. to K. B. third square.

7.

W. Q. P. one square ;*B.* K. B. to K. R. third square.

P 3

8.

- W.* Q. B. to Q. second square ;
B. Q. to adversary's K. R. fourth square.

9.

- W.* Q. Kt. to Q. B. third square ;
B. Q. B. P. one square.

10.

- W.* K. P. one square ;
B. K. Kt. to K. second square.

11.

- W.* Q. Kt. to K. fourth square ;
B. K. Kt. to K. B. fourth square.

If, instead of this move, he had castled,
 you would have won his Q. by playing
 your Q. B. to K. square.

12.

- W.* Q. B. to K. square ;
B. Q. to K. second square.

13.

- W.* Q. to adversary's K. R. fourth square ;
B. K. Kt. to adversary's K. third square.

14.

- W.* K. Kt. to adversary's Q. third square,
 and checks ;
B. K. to his B. square.

15.

W. Q. takes K. B. and checks ;*B.* K. to his Kt. square.

16.

W. K. B. takes K. B. P. and checks ;*B.* Q. takes K. B.

17.

W. Kt. takes Q.*B.* K. Kt. takes K. R.

18.

W. Q. to adversary's K. B. third square ;*B.* K. R. P. two squares.

19.

W. Q. to adversary's K. Kt. third square,
and checks ;*B.* K. to his B. square.

20.

W. Kt. takes R. and wins the game in a few
moves.

Eleventh Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. B. P. two squares ;*B.* K. P. takes P.

3.

W. K. Kt. to K. B. third square ;*B.* K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. P. one square.

5.

W. K. castles ;*B.* K. Kt. P. takes K. Kt.

6.

W. Q. takes P.*B.* Q. to K. B. third square.

7.

W. Q. P. one square ;*B.* K. B. to K. R. third square.

8.

W. Q. Kt. to Q. B. third square ;

B. Q. B. P. one square.

It would be better to play K. Kt. to K. second square.—See 1st. game of the defence, page 224.

9.

W. Q. Kt. to K. second square ;

B. K. Kt. to K. second square.

10.

W. Q. B. takes Gambit P.

B. K. B. takes Q. B.

11.

W. Q. Kt. takes K. B.

B. K. castles.

12.

W. Q. to adversary's K. R. fourth square ;

B. K. Kt. to its third square.

13.

W. Kt. to adversary's K. third square ;

B. Q. to K. fourth square.

14.

W. K. R. to adversary's K. B. fourth sq.

B. Q. takes Q. Kt. P.

15.

W. Kt. takes K. R.*B.* Q. takes Q. R. and checks.

16.

W. K. R. to K. B. square ;*B.* Q. to adversary's Q. fourth square, and checks.

17.

W. K. to K. R. square ;*B.* Q. to K. Kt. second square.

18.

W. K. R. takes K. B. P.

If the Q. check at adversary's Q. R. square, White will interpose K. R. checking at the same time with K. B. and will, of course, win the Q. and, if the Q. take the R. White will check-mate in two moves, therefore the Black plays

— Q. to K. R. square.

19.

W. R. takes K. R. P. and checks with K. B.*B.* K. takes Kt.

20.

W. R. takes Q. and checks ;*B.* K. to his second square.

21.

W. Q. takes K. Kt.*B.* Q. P. two squares.

22.

W. R. to adversary's K. square, and checks;*B.* K. to Q. second square.

23.

W. Q. to adversary's K. B. second square,
and checks;*B.* K. to Q. third square.

24.

W. Q. to adversary's K. second square, and
check-mates.

Twelfth Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. B. P. two squares ;*B.* K. P. takes P.

3.

W. K. Kt. to K. B. third square ;*B.* K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. P. one square.

5.

W. K. castles ;*B.* K. Kt. P. takes Kt.

6.

W. Q. takes P.*B.* Q. to K. B. third square.

7.

W. Q. P. one square ;*B.* K. B. to K. R. third square.

8.

W. Q. Kt. to Q. B. third square;*B.* K. Kt. to K. second square.

9.

W. Q. Kt. to adversary's Q. Kt. fourth sq.*B.* Q. Kt. to Q. R. third square.

10.

W. Q. P. one square;*B.* Q. B. P. one square.

The Black loses the game by this move;
he ought to have played Q. P. one sq.

11.

W. K. P. one square;*B.* Q. to adversary's K. R. fourth square.

12.

W. Q. Kt. to adversary's Q. third square, and
checks;*B.* K. to his B. square.

13.

W. Q. Kt. takes K. B. P.*B.* K. R. to K. Kt. square.

14.

W. Q. Kt. takes K. B.*B.* Q. takes Q. Kt.

15.

W. Q. B. takes the Gambit P.*B.* Q. to K. Kt. third square.

16.

W. Q. B. to adversary's K. R. third square,
and checks with Q. and Q. B.*B.* K. to his square,

17.

W. Q. to adversary's K. B. sq. and checks;*B.* R. takes Q.

18.

W. K. R. takes R. and check-mates.

DEFENCE against the ATTACK

OF THE

MUZIO GAMBIT.

(THE BLACK MOVING FIRST).



First Game.

1.

B. K. P. two squares;

W. The same.

2.

B. K. B. P. two squares;

W. K. P. takes P.

3.

B. K. Kt. to K. B. third square;

W. K. Kt. P. two squares.

4.

B. K. B. to Q. B. fourth square;

W. K. Kt. P. one square.

5.

B. K. castles;

W. K. Kt. P. takes Kt.

6.

B. Q. takes P.*W.* Q. to K. B. third square.

This move is much superior to Q. to K. second square; the principal advantages you derive from it are, its preventing your adversary from advancing Q. P. two squares, and its defending the Gambit P. which he cannot take without an exchange of Queens.

7.

B. Q. P. one square;*W.* K. B. to K. R. third square.

You cannot do better than defend the Gambit P. which cannot be taken by him without an exchange of Queens; and it is evident that as long as the Gambit P. remains on his K. B. file, he cannot attack your K. B. P. with his Q. and R.

8.

B. Q. Kt. to Q. B. third square;*W.* K. Kt. to K. second square.

It is better to play the K. Kt. than Q. B. P. one square, as it enables you to add to the defence of the Gambit P. by playing it to its third square, should he add to his attack on that P. by moving his Q. Kt. to K. second sq.

9.

B. Q. B. to Q. second square;*W.* Q. Kt. to Q. B. third square.

10.

B. Q. Kt. to adversary's Q. Kt. fourth sq.*W.* Q. Kt. to K. fourth square.

11.

B. Q. to K. B. second square.

If he had taken your Q. B. P. with his
Q. Kt. he would have lost a Piece.

W. K. to Q. square.

12.

B. Q. B. to its third square;*W.* K. Kt. to Q. B. third square.

13.

B. K. B. to Q. Kt. third square;*W.* Q. P. one square.

14.

B. Q. P. one square;*W.* Q. Kt. to adversary's K. Kt. fourth sq.

15.

B. Q. to K. square;*W.* Q. to K. Kt. third square.

It would be rather better to play Q. to K.
Kt. fourth square.

16.

B. Q. B. to Q. second square ;*W.* Q. R. P. one square.

17.

B. Q. P. one square ;*W.* K. Kt. to K. fourth square.

18.

B. Kt. to Q. fourth square ;*W.* Q. Kt. to adversary's K. third square.

19.

B. Q. B. takes Kt.*W.* P. takes Q. B.

20.

B. Q. R. to Q. square ;*W.* Kt. to adversary's K. Kt. fourth square.

White has considerably the best of the
game.

Second Game.

1.

B. K. P. two squares;*W.* The same.

2.

B. K. B. P. two squares;*W.* K. P. takes P.

3.

B. K. Kt. to K. B. third square;*W.* K. Kt. P. two squares.

4.

B. K. B. to Q. B. fourth square;*W.* K. Kt. P. one square.

5.

B. K. castles;*W.* K. Kt. P. takes K. Kt.

6.

B. Q. takes P.*W.* Q. to K. B. third square.

7.

B. K. P. one square;*W.* Q. takes K. P.

Q 2

8.

- B.* Q. P. one square ;
W. K. B. to K. R. third square.

9.

- B.* Q. Kt. to Q. B. third square ;
W. K. Kt. to K. second square.

10.

- B.* Q. Kt. to K. second square ;
W. Q. P. two squares.

This is a better move than K. Kt. to its third square, as you oblige the Black to remove his K. B. and, at the same time, you make room for your Q. B.

11.

- B.* K. B. to Q. Kt. third square ;
W. K. R. to K. Kt. square.

As his K. B. no longer attacks your K. B. P. it is not so material to defend the Gambit P. This move is, therefore, better than K. Kt. to its third square, as it enables you to attack his Q. with your Q. B.

12.

- B.* Kt. takes the Gambit P.
W. Q. B. to adversary's K. Kt. fourth sq.

13.

B. Q. to K. B. second square ;*W.* Q. B. P. one square.

14.

B. Kt. takes Q. P.*W.* Q. B. P. takes Kt.

15.

B. Q. takes K. B. P. and checks ;*W.* K. to Q. square.

16.

B. Q. B. takes K. B.*W.* Q. B. to adversary's K. R. third square.

17.

B. K. R. to K. B. second square ;*W.* Q. Kt. to Q. B. third square.

18.

B. Q. B. to K. B. fourth square ;*W.* Q. to K. third square.

19.

B. Q. to adversary's K. R. fourth square ;*W.* Q. to adversary's K. Kt. fourth square.

White has much the best of the game.

Third Game.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. B. P. two squares ;*W.* K. P. takes P.

3.

B. K. Kt. to K. B. third square ;*W.* K. Kt. P. two squares.

4.

B. K. B. to Q. B. fourth square ;*W.* K. Kt. P. one square.

5.

B. K. castles ;*W.* K. Kt. P. takes Kt.

6.

B. Q. takes P.*W.* Q. to K. B. third square.

7.

B. K. P. one square ;*W.* Q. takes K. P.

8.

- B.* Q. P. one square ;
W. K. B. to K. R. third square.

9.

- B.* Q. B. to Q. second square ;
W. K. Kt. to K. second square.

10.

- B.* Q. B. to Q. B. third square ;
W. Q. to Q. B. fourth square, and checks.

11.

- B.* K. to K. R. square ;
W. K. R. to K. Kt. square.

You might also have moved the R. to K.
 B. square ; but it is more attacking to
 play it to K. Kt. square.

12.

- B.* Q. Kt. to Q. second square ;
W. Q. P. two squares.

13.

- B.* Q. to adversary's K. R. fourth square ;
W. Q. to her third square.

14.

- B.* K. B. to Q. Kt. third square ;
W. Q. B. to adversary's K. Kt. fourth sq.

Q 4

15.

B. Q. to K. R. fourth square ;*W.* Q. Kt. to Q. B. third square.

16.

B. Q. R. to K. square ;*W.* K. castles.

White has decidedly the best of the game.

Fourth Game.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. B. P. two squares ;*W.* K. P. takes P.

3.

B. K. Kt. to K. B. third square ;*W.* K. Kt. P. two squares.

4.

B. K. B. to Q. B. fourth square ;*W.* K. Kt. P. one square.

5.

B. K. castles ;*W.* K. Kt. P. takes K. Kt.

6.

B. Q. takes P.*W.* Q. to K. B. third square.

7.

B. K. P. one square ;*W.* Q. takes P.

8.

B. Q. P. one square ;
W. K. B. to K. R. third square.

9.

B. Q. B. to Q. second square ;
W. K. Kt. to K. second square.

10.

B. Q. Kt. to Q. B. third square ;
W. Q. B. P. one square.

11.

B. Q. Kt. to K. fourth square ;
W. Q. P. two squares.

12.

B. Q. B. to its third square ;
W. Q. P. takes Kt.

13.

B. Q. B. takes Q.
W. P. takes Q.

14.

B. Q. B. takes K. R.
W. P. takes K. Kt. P.

15.

B. K. takes P.
W. Q. B. to K. third square.

16.

B. Q. R. to K. square;*W.* Q. B. takes K. B.

17.

B. Q. P. takes Q. B.*W.* Q. Kt. to Q. second square.

18.

B. Q. B. to adversary's K. fourth square;*W.* Q. Kt. takes Q. B.

19.

B. Q. R. takes Kt.*W.* K. to his B. square.

White has the best of the game.

Fifth Game.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. B. P. two squares ;*W.* K. P. takes P.

3.

B. K. Kt. to K. B. third square ;*W.* K. Kt. P. two squares.

4.

B. K. B. to Q. B. fourth square ;*W.* K. Kt. P. one square.

5.

B. K. castles ;*W.* K. Kt. P. takes Kt.

6.

B. Q. takes P.*W.* Q. to K. B. third square

7.

B. Q. P. one square ;*W.* K. B. to K. R. third square.

8.

B. Q. Kt. to Q. B. third square ;*W.* K. Kt. to K. second square.

9.

B. Q. B. to Q. second square ;*W.* Q. Kt. to Q. B. third square.

10.

B. Q. to adversary's K. R. fourth square ;*W.* Q. to K. Kt. third square.

11.

B. Q. takes Q.*W.* K. Kt. takes Q.

12.

B. Kt. to adversary's Q. fourth square ;*W.* K. to Q. square ;

13.

B. Q. B. to its third square ;*W.* Q. Kt. to K. fourth square.

14.

B. Kt. to adversary's K. B. third square ;*W.* Q. P. one square.

15.

B. Kt. to adversary's K. R. fourth square ;*W.* Q. B. to K. third square.

White has considerably the advantage.

Sixth Game.

1.

B. K. P. two squares ;*W.* The same.

2.

B. K. B. P. two squares ;*W.* K. P. takes P.

3.

B. K. Kt. to K. B. third square ;*W.* K. Kt. P. two squares.

4.

B. K. B. to Q. B. fourth square ;*W.* K. Kt. P. one square.

5.

B. K. castles ;*W.* K. Kt. P. takes Kt.

6.

B. Q. takes P.*W.* Q. to K. B. third square.

7.

B. Q. P. one square ;*W.* K. B. to K. R. third square.

8.

- B.* Q. B. to Q. second square;
W. Q. Kt. to Q. B. third square.

9.

- B.* Q. B. to Q. B. third square;
W. Q. Kt. to K. fourth square.

You might also have played Q. Kt. to adversary's Q. fourth square; but it is better to play the Kt. to your K. fourth square, as it attacks the K. B. as well as the Q.

10.

- B.* Q. B. takes Q. Kt.
W. Q. takes Q. B.

11.

- B.* Q. Kt. to Q. B. third square;
W. K. Kt. to K. second square.

12.

- B.* Q. Kt. to adversary's Q. Kt. fourth sq.
W. Q. to her B. fourth square, and checks.

13.

- B.* K. to K. R. square;
W. Q. R. P. one square.

Had you moved Q. B. P. one square, he would have advanced Q. P. one sq. and you could not have taken his K.

B. with your Q. as he might then
check both your K. and Q. with his
Kt. at your Q. third square.

14.

B. Q. Kt. to Q. B. third square ;
W. Q. P. one square.

15.

B. Q. R. to K. square ;
W. Q. to K. Kt. fourth square.

16.

B. K. P. one square ;
W. Q. P. takes P.

17.

B. Q. Kt. to K. fourth square ;
W. Q. to K. Kt. second square.

18.

B. Q. to adversary's K. R. fourth square ;
W. K. R. to K. B. square.

19.

B. Q. P. one square ;
W. Q. B. to Q. second square.

20.

B. Q. P. takes P.
W. K. castles.

21.

B. Kt. to adversary's K. B. third square;*W.* Q. B. to K. third square.

22.

B. K. B. to Q. third square;*W.* Kt. to Q. fourth square.

23.

B. Kt. takes Kt.*W.* Q. B. takes Kt.

24.

B. K. R. to K. B. second square;*W.* K. R. to K. Kt. square.

25.

B. Q. to K. second square;*W.* K. B. to K. Kt. fourth square.

White has decidedly the best of the game.

Seventh Game.

1.

B. K. P. two squares ;

W. The same.

2.

B. K. B. P. two squares ;

W. K. P. takes P.

3.

B. K. Kt. to K. B. third square ;

W. K. Kt. P. two squares.

4.

B. K. B. to Q. B. fourth square ;

W. K. Kt. P. one square.

5.

B. K. castles ;

W. K. Kt. P. takes K. Kt.

6.

B. Q. takes P.

W. Q. to K. B. third square.

7.

B. Q. P. one square ;

W. K. B. to K. R. third square.

8.

- B.* Q. B. to Q. second square;
W. Q. Kt. to Q. B. third square.

9.

- B.* Q. B. to its third square;
W. Q. Kt. to K. fourth square.

10.

- B.* Q. to adverse K. R. fourth square;
W. Q. P. one square.

11.

- B.* Q. B. takes Kt.
W. P. takes Q. B.

12.

- B.* K. B. takes K. B. P. and checks;
W. Q. takes K. B.

13.

- B.* Q. takes the P. and checks;
W. K. to his B. square.

14.

- B.* Q. takes K. R.
W. K. B. to K. Kt. second square.

15.

- B.* Q. takes K. R. P.
W. K. B. to adversary's Q. fourth square,
and checks, winning the Q. and, consequently, the game.

R 2

Eighth Game.

1.

B. K. P. two squares;*W.* The same.

2.

B. K. B. P. two squares;*W.* K. P. takes P.

3.

B. K. Kt. to K. B. third square;*W.* K. Kt. P. two squares.

4.

B. K. B. to Q. B. fourth square;*W.* K. Kt. P. one square.

5.

B. K. castles;*W.* K. Kt. P. takes K. Kt.

6.

B. Q. takes P.*W.* Q. to K. B. third square.

7.

B. Q. P. one square;*W.* K. B. to K. R. third square.

8.

B. Q. Kt. to Q. B. third square ;*W.* K. Kt. to K. second square.

9.

B. Q. Kt. to K. second square ;*W.* K. Kt. to K. Kt. third square.

10.

B. Q. to adversary's K. R. fourth square ;*W.* Q. to K. Kt. fourth square.

This is not so good a move as K. B. to K.
Kt. fourth square.

11.

B. Q. Kt. takes the Gambit P.*W.* Q. takes Q.

12.

B. Q. Kt. takes Q.*W.* K. B. takes Q. B.

13.

B. K. B. takes K. B. P. and checks ;*W.* K. to his second square.

14.

B. Q. R. takes K. B.

White has rather the advantage.

Ninth Game.

1.

B. K. P. two squares;

W. The same.

2.

B. K. B. P. two squares;

W. K. P. takes P.

3.

B. K. Kt. to K. B. third square;

W. K. Kt. P. two squares.

4.

B. K. B. to Q. B. fourth square;

W. K. Kt. P. one square.

5.

B. K. castles;

W. K. Kt. P. takes K. Kt.

6.

B. Q. P. two squares.

This is not so attacking a move as taking the P. with the Q. If the defence be not, however, correctly played, it rather increases the attack.

W. Q. P. two squares.

7.

B. K. P. takes P.*W.* Q. B. to adversary's K. Kt. fourth square.

8.

B. K. R. to K. B. second square ;*W.* K. B. to Q. third square.

9.

B. Q. Kt. to Q. second square ;*W.* K. Kt. to K. B. third square.

10.

B. Q. Kt. takes P. on adv. B. file ;*W.* K. Kt. to adversary's K. fourth square.

11.

B. Q. to K. square ;*W.* Q. to K. second square.

12.

B. K. R. to K. second square ;*W.* K. B. P. two squares.

13.

B. K. B. to Q. third square ;*W.* Q. to K. Kt. second square.

14.

B. K. B. takes Kt.*W.* P takes B.

R 4

15.

- B.* K. R. takes P. and checks ;
W. K. to Q. square.

16.

- B.* Q. to K. R. fourth square, and checks ;
W. K. to Q. B. square.

17.

- B.* Kt. to adversary's K. fourth square ;
W. Q. B. to Q. second square.

18.

- B.* Q. B. takes the Gambit P.
W. Q. Kt. P. one square.

19.

- B.* Q. to adversary's K. R. fourth square ;
W. K. to Q. Kt. second square.

There is no considerable advantage on either side.

Tenth Game.*(WHITE MOVING FIRST).*

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. B. P. two squares ;*B.* K. P. takes P.

3.

W. K. Kt. to K. B. third square ;*B.* K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth square ;*B.* K. Kt. P. one square.

5.

W. K. castles ;*B.* K. Kt. P. takes K. Kt.

6.

W. Q. P. two squares ;*B.* The same.

7.

W. K. P. takes P.*B.* Q. B. to adversary's K. Kt. fourth sq.

8.

- W.* K. R. to K. B. second square;
B. K. B. to Q. third square.

9.

- W.* Q. Kt. to Q. second square;
B. K. Kt. to K. B. third square.

10.

- W.* Kt. takes first doubled P.
B. K. Kt. to adversary's K. fourth square.

11.

- W.* Q. to K. square;
B. K. B. P. two squares.

12.

- W.* Kt. to Q. second square;
B. Q. to K. second square.

13.

- W.* Kt. takes K. Kt.
B. K. B. P. takes Kt.

14.

- W.* Q. B. takes the Gambit P.
B. Q. Kt. to Q. second square.

15.

- W.* Q. to her second square;
B. K. R. P. one square.

16.

W. Q. R. to K. B. square ;*B.* K. castles with Q. R.

17.

W. Q. to adversary's Q. R. fourth square ;*B.* K. to Q. Kt. square.

18.

W. Q. B. to K. third square ;*B.* K. B. to adversary's Q. Kt. fourth sq.

19.

W. Q. P one square ;*B.* Q. takes the P.

20.

W. Q. to her R. fourth square ;*B.* Kt. to Q. Kt. third square.

21.

W. Q. to her Kt. third square ;*B.* K. R. to K. B. square.

22.

W. K. B. to adversary's K. B. second sq.*B.* Q. to K. second square.

23.

W. Q. B. P. two squares ;*B.* K. B. to Q. third square.

This is a very bad move; he ought to have removed the Kt.

24.

W. Q. B. P. one square ;*B.* K. B. takes Q. B. P.

25.

W. Q. P. takes K. B.*B.* Q. R. to adversary's Q. third square.

26.

W. Q. to her B. second square ;*B.* Q. R. takes Q. B.

27.

W. P. takes Kt.*B.* Q. R. P. takes P.

28.

W. Q. to her second square ;*B.* Q. R. to adversary's Q. third square.

29.

W. Q. to her B. second square.

It would be very dangerous to take his K.
R. P. with your Q. in consequence of
the advance of his P. to your K. third
square.

B. K. R. to Q. square.

30.

W. K. B. to Q. B. fourth square ;*B.* Q. B. to adversary's Q. square.

31.

W. Q. to her B. square ;*B.* P. to adversary's K. third square.

32.

W. K. R. to adversary's K. B. second sq.*B.* Q. to her B. fourth square.

33.

W. Q. Kt. P. two squares ;*B.* Q. to adversary's Q. fourth square.

34.

W. K. B. takes R.*B.* P. to adversary's K. second sq. checking
with the Q.

35.

W. K. to his R. square ;*B.* P. takes R.

36.

W. B. takes P.*B.* Q. B. P. one square.

37.

W. Q. R. P. one square ;*B.* B. to adversary's Q. Kt. third square.

38.

W. Q. to K. B. fourth square, and checks ;*B.* Q. takes Q.

39.

W. R. takes Q.*B.* R. to adversary's Q. square.

40.

W. K. R. P. two squares;*B.* B. to adversary's Q. B. fourth square.

41.

W. R. takes B.*B.* R. takes B. and checks.

42.

W. K. to his R. second square;*B.* K. to Q. B. second square.

43.

W. K. to his Kt. third square;*B.* K. to Q. third square.

The game is drawn.

Eleventh Game.

1.

W. K. P. two squares ;*B.* The same.

2.

W. K. B. P. two squares ;*B.* K. P. takes P.

3.

W. K. Kt. to K. B. third square ;*B.* K. Kt. P. two squares.

4.

W. K. B. to Q. B. fourth sq.*B.* K. Kt. P. one square.

5.

W. K. castles ;*B.* K. Kt. P. takes Kt.

6.

W. Q. takes P.*B.* Q. to K. B. third square.

7.

W. Q. P. one square ;*B.* K. B. to K. R. third square.

8.

W. Q. B. to Q. second square ;*B.* Q. Kt. to Q. B. third square.

9.

W. Q. B. to its third square.*B.* Q. Kt. to K. fourth square.

10.

W. Q. to adversary's K. R. fourth square ;*B.* Q. P. one square.

11.

W. K. Kt. P. one square ;*B.* Q. B. to adversary's K. Kt. fourth sq.

12.

W. Q. B. takes K. Kt.*B.* Q. B. takes Q.

13.

W. Q. B. takes. Q.*B.* K. Kt. takes Q. B.

14.

W. K. Kt. P. takes the Gambit P.*B.* K. R. to K. Kt. square, and checks.

15.

W. K. to his R. square ;*B.* K. Kt. to adversary's K. Kt. fourth sq.

16.

W. Q. Kt. to Q. R. third square;*B.* K. Kt. to adversary's K. third square.

17.

W. K. R. to K. B. second square;*B.* K. castles.

18.

W. K. R. P. one square;*B.* Kt. takes K. B.

19.

W. Kt. takes Kt.*B.* K. B. P. one square.

20.

W. Q. Kt. to K. third square;*B.* Q. B. P. one square.

21.

W. Q. R. to K. B. square;*B.* Q. B. to K. Kt. third square.

22.

W. Q. B. P. two squares;*B.* K. R. to K. square.

23.

W. K. R. P. one square;*B.* K. B. P. one square.

24.

W. K. R. P. one square ;*B.* K. B. P. takes P.

It would have been better to take K. R. P.

25.

W. K. R. P. takes Q. B.*B.* P. takes Q. P.

26.

W. Kt. to K. Kt. fourth square ;*B.* K. B. to K. Kt. second square.

27.

W. P. takes P.*B.* K. R. to adversary's K. second square.

28.

W. K. B. P. one square ;*B.* Q. R. to K. R. square.

29.

W. K. B. P. one square ;*B.* Q. R. takes K. R. P. and checks.

30.

W. K. to his Kt. second square ;*B.* K. B. to its square.

31.

W. R. takes R.*B.* P. takes R.

32.

W. R. to K. square ;*B.* R. to K. R. fourth square.

33.

W. R. takes P.*B.* K. to Q. second square.

34.

W. K. to his Kt. third square ;*B.* R. to K. B. fourth square.

35.

W. Q. Kt. P. two squares ;*B.* Q. Kt. P. one square.

36.

W. R. to K. fourth square ;*B.* Q. P. one square.

37.

W. P. takes P.*B.* K. B. to Q. third square, and checks.

38.

W. K. to his R. fourth square ;*B.* R. takes P.

s 2

39.

W. Q. R. P. one square ;

B. R. to K. B. fourth square.

40.

W. R. to K. second square ;

B. Q. R. P. one square.

41.

W. R. to K. B. second square ;

B. R. takes K.

42.

W. Kt. takes R.

B. K. to his third square.

43.

W. K. to adversary's K. Kt. fourth square ;

B. B. to K. fourth square.

44.

W. Kt. to K. fourth square ;

B. B. takes K. B. P.

Had he played his B. to your Q. Kt. second square, and, on the next move, taken your Q. R. P. he would have lost the game.—See variation (*a*).

45.

W. Kt. takes B.*B.* Q. R. P. one square.

46.

W. P. takes P.*B.* P. takes P.

47.

W. Kt. to K. fourth square ;*B.* K. to Q. fourth square.

48.

W. Kt. to Q. second square ;*B.* K. to Q. B. fourth square.

49.

W. K. to his B. fourth square ;*B.* K. to Q. Kt. fourth square.

50.

W. K. to his third square ;*B.* K. to adversary's Q. R. fourth square.

51.

W. Kt. to Q. Kt. square ;*B.* K. to adversary's Q. Kt. third square.

52.

W. K. to Q. second square ;*B.* K. to adversary's Q. Kt. second square.

The game is drawn.

(a).

44.

W. Kt. to K. fourth square ;*B.* B. to adversary's Q. Kt. second square.

45.

W. K. to adversary's K. Kt. third square ;*B.* B. takes P.

46.

W. Kt. to adversary's Q. B. fourth square,
and checks ;*B.* P. takes Kt.

47.

W. K. B. P. one square ;

If, instead of this move, you had played
K. to adversary's K. Kt. second sq.
Black would have won the game by
playing his B. to Q. Kt. second sq.

B. K. to his second square.

48.

W. K. to adversary's K. Kt. second square ;*B.* B. checks.

49.

W. K. to adversary's K. Kt. square : then
advances the P. to Q. and wins.

THE QUEEN'S GAMBIT

Is an instructive and a safe Game, The first player risks, perhaps, less in this, than in any other Gambit, even if the Defence is conducted scientifically. But the second player must remember that it is not possible for him to support the Gambit Pawn with success against an adversary who plays well.

The example of a few openings will teach the Pupil how to defend himself; and also how to avail himself, if he is the Gambit Player, of the error of his adversary in supporting the Pawn.

First Game.

1.

W. The Queen's Pawn two squares ;

B. The same.

2.

W. Q. B. P. two squares ;

B. Q. P. takes the P.

3.

W. K. P. one square ;

B. Q. Kt. P. two squares.

This move occasions the loss of the game.

s 4

4.

W. Q. R. P. two squares ;*B.* Q. Kt. P. takes the P.

5.

W. K. B. takes the Gambit ;*B.* Q. B. to Q. second square.

6.

W. Q. to her-K. B. third square ;*B.* K. P. one square.

If the Black had played his Q. B. to its third square; White would win the game in *three* moves, first, taking the adversary's K. B. P. with the Q. then checking at adverse K. B. fourth square, and check-mating with the K. B. at K. B. second square.

7.

W. Q. takes Q. R.*B.* Q. B. to its third square.

8.

W. K. B. to adversary's Q. Kt. fourth sq.*B.* Q. B. takes K. B.

9.

W. Q. takes Q. R. P. and will win the game easily.

Second Game.

1.

W. Q. P. two squares;

B. The same.

2.

W. Q. B. P. two squares;

B. Q. P. takes the P.

3.

W. K. P. one square;

B. Q. Kt. P. two squares.

4.

W. Q. R. P. two squares;

B. Q. B. P. one square.

5.

W. Q. R. P. takes Q. Kt. P.

B. Q. B. P. takes the P.

6.

W. Q. to K. B. third square.

This move decides the game.

B. Q. Kt. to Q. B. third square.

If the Black were to play his Q. to her B. second square, the White should, after taking the R. push the Q. P. one sq. and then take the Q. R. P.

7.

W. Q. takes Q. Kt. and checks;

B. Q. B. to Q. second square.

8.

W. Q. to adversary's Q. Kt. second square;

B. Q. R. P. two squares.

9.

W. Q. Kt. to Q. B. third square;

B. Q. R. to Q. Kt. square.

10.

W. Q. to her K. B. third square, and cannot fail to win the game.

Third Game.

1.

W. Q. P. two squares ;
B. The same.

2.

W. Q. B. P. two squares ;
B. Q. P. takes the P.

3.

W. K. P. one square ;
B. Q. Kt. P. two squares.

4.

W. Q. R. P. two squares ;
B. Q. B. to Q. R. third square.

5.

W. Q. R. P. takes Q. Kt. P.
B. Q. B. takes the P.

6.

W. Q. Kt. to Q. B. third square ;
White might also play Q. Kt. P. one sq.
B. Q. B. returns to Q. R. third square.

If the Black, instead of this move, were to
support the B. either with the Q. B. P.
or with the Q. White ought immedi-

ately to push his Q. Kt. P. one square, and will be in a very advantageous position.

7.

W. Q. to her K. B. third square.

White might also take the Black Q. B. with his Q. R. and then check with the Q. at her R. fourth square.

B. Q. B. P. one square.

8.

W. Q. R. takes Q. B.

B. Q. Kt. takes Q. R.

9.

W. Q. takes Q. B. P. and checks;

B. Q. interposes at her second square.

10.

W. Q. takes Q. R. and checks;

B. Q. to her own square.

11.

W. Q. checks at adversary's Q. B. third sq.

B. Q. covers this check.

12.

W. Q. takes Q. Kt. and will win easily.

Fourth Game.

1.

W. Q. P. two squares ;*B.* The same.

2.

W. Q. B. P. two squares ;*B.* Q. P. takes the P.

3.

W. K. P. one square ;*B.* Q. Kt. P. two squares.

4.

W. Q. R. P. two squares ;*B.* Q. B. to Q. second square.

5.

W. Q. R. P. takes Q. Kt. P.*B.* Q. B. takes Q. R. P.

6.

W. Q. Kt. to Q. R. third square.

White might also play this Kt. to its B.
third square.

B. Q. to her fourth square.

7.

W. Q. Kt. P. one square ;

This move is essential when the adversary
adds to his support of the Gambit P.

B. Q. to her Kt. second square.

8.

W. Q. Kt. takes Q. B.

B. Q. takes Q. Kt.

9.

W. K. B. takes the Gambit P.

White might also take the P. with the Q.
Kt. P. which would unite his Pawns
in the centre of the Board.

B. Q. to her K. B. fourth square.

10.

W. K. Kt. to K. second square ;

B. K. P. one square.

All the Black Pieces being confined, and
out of play, the superiority of the Gam-
bit player's game is already obvious.

11.

W. K. castles ;

B. K. B. to Q. third square.

12.

W. K. Kt. to its third square ;

B. Q. to her K. B. third square.

13.

W. K. P. one square.—

And the White's game is very much superior to that of his adversary.

These games show incontrovertibly, that, after committing the mistake of supporting the Gambit Pawn, the *second* player's game is irretrievable. The *last* game, in particular, is very correctly played after supporting the P.

Fifth Game,

SHEWING THE PROPER DEFENCE OF THIS GAMBIT.

1.

W. Q. P. two squares ;

B. The same.

2.

W. Q. B. P. two squares ;

B. Q. P. takes the P.

3.

W. K. P. two squares ;

B. The same.

4.

W. Q. P. takes K. P.—or (*a*).

B. Q. takes Q. and checks.

5.

W. The K. takes the Q.

B. Q. B. to K. B. third square.

6.

W. Q. Kt. to Q. second square ;

B. Q. Kt. P. two squares.

The Gambit P. may *now* be supported after
the exchange of Queens.

7.

W. Q. R. P. two squares ;*B.* Q. B. P. one square.

8.

W. Q. R. P. takes Q. Kt. P.*B.* Q. B. P. takes Q. R. P.

9.

W. Q. Kt. P. one square ;*B.* Q. R. P. two squares.

10.

W. Q. Kt. P. takes the P. on the adversary's
B. fourth square ;*B.* Q. B. P. to adverse Q. Kt. fourth square.

And the Black's game, having two *passed*
Pawns, is, at the least, as good as
that of the Gambit player.

(a).

On the fourth move of the White.

4.

W. Q. P. one square ;*B.* K. B. P. two squares.

5.

W. Q. Kt. to Q. B. third square ;*B.* K. Kt. to K. B. third square.

6.

W. K. B. P. one square ;

B. K. B. to Q. B. fourth square.

7.

W. Q. B. to adversary's K. Kt. fourth sq.

B. K. castles.

And the game is equal.

Sixth Game.

1.

W. Q. P. two squares ;*B.* The same.

2.

W. Q. B. P. two squares ;*B.* Q. P. takes the P.

3.

W. K. P. one square ;*B.* K. P. two squares.

4.

W. Q. to her R. fourth square, and checks ;*B.* Q. B. P. one square.

5.

W. Q. P. takes K. P.*B.* Q. Kt. P. two squares.

6.

W. Q. to her B. second square ;*B.* Q. R. P. one square.

7.

W. Q. R. P. two squares ;*B.* Q. B. to Q. Kt. second square.

T 2

8.

W. Q. R. P. takes Q. Kt. P.

B. Q. B. P. takes the P.

And the game of the *second* player is well opened.

Seventh Game.

1.

W. Q. P. two squares ;
B. The same.

2.

W. Q. B. P. two squares ;
B. Q. P. takes the P.

3.

W. K. P. one square ;
B. The same.

4.

W. K. B. takes the Gambit P.
B. K. B. to Q. third square.

5.

W. K. P. one square ;
B. Q. B. P. one square.

6.

W. K. P. one square ;
B. K. B. to Q. B. second square.

7.

W. Q. R. P. two squares ;
B. K. Kt. to K. second square.

T 3

8.

W. The same.*B.* K. castles.

9.

W. Q. Kt. to Q. B. third square;*B.* Q. Kt. to Q. second square.

10.

W. K. castles;*B.* Q. Kt. to its third square.

11.

W. K. B. to Q. R. second square;*B.* Q. Kt. to Q. fourth square.

And the Black has a very good game.

ENDS OF GAMES.

IN my former Treatise I took occasion to observe that full and systematick rules to teach *the method of playing Pawns at the End of a Game* are scarcely to be found in any English or French Treatise; and I expressed my regret that PHILIDOR, who played Pawns with such commanding skill, and who understood so well the manner of manœuvring the King, should have inserted “only *two or three* examples.”

The anonymous Editor of PHILIDOR has chosen to say that this assertion was “careless;” and that, on consulting the table of contents of his work, it would be found that “two or three is a figure of speech for a *great number*.” I would be glad to know from this Editor where he learnt Arithmetick: and I will only add that, on consulting the table to which he refers, it appears that the number of examples of Ends of Games, with Pawns and the Kings alone, amounts exactly to *three*.

To play Pawns well at the End of a Game; that is to say, to conduct them to Queen with

skill, as well as to employ them properly in stopping the progress of the adverse Pawns,—and to understand thoroughly the mode of manœuvring the King in opposition to the Adversary's King;—these are two points of the utmost importance at Chess: and if scientifick Players, such as CARRERA, or SALVIO, could make mistakes in these two Points, it may safely be asserted that they are as difficult as they are important. I therefore earnestly request my readers to pay particular attention to this department of the Game; for no amateur can ever hope to become a *first-rate* player without being thoroughly master of it.

I will begin, then, with the apparently easy and simple position of the King and one Pawn against the King alone; and I will increase the number of Pawns, and augment the difficulty of position gradually; in order that my readers may, by degrees, acquire a perfect knowledge of the manner of playing Ends of Games correctly, *in all situations*. When this is acquired, they will then find themselves able to judge whether it is advantageous or not to make an exchange of Pieces towards the conclusion of a game; particularly when each player remains with a Bishop, or a Knight, and a few Pawns.

ENDS OF GAMES,

CONSISTING OF

PAWNS ONLY.

A KING AGAINST A KING AND PAWN.

FIRST SITUATION.

- B.* K. at his second square;
K. P. at its third square;
W. K. at its fourth square.

1.

- W.* K. to the adversary's K. fourth sq.
B. K. to his Q. second square.

2.

- W.* K. to his fourth square;
B. K. to his Q. third square.

3.

- W.* K. to his Q. fourth square;
B. P. one square, and checks.

4.

- W.* K. to his fourth square;
B. K. to his third square.

5.

W. K. to his third square :*B.* K. to his Q. fourth square.

6.

W. K. to his Q. third square ;*B.* P. one square, and checks.

7.

W. K. to his second square ;*B.* K. to the adversary's Q. fourth square.

8.

W. K. to his Q. second square ;*B.* P. checks.

9.

W. K. to his square ; (*a*)*B.* K. to the adversary's Q. third square.

10.

W. K. to his Q. square ;*B.* P. checks.

11.

W. K. to his square ;*B.* Is compelled to abandon the P. because,
if he play his K. to adverse K. third
square, White will be stale-mated.

If the Black had the first move, it would

be equally impossible for him to win: if he were to play his K. to his Q. third sq. White K. should be played to Q. fourth square, and the situation would then be similar to that at the third move of the above analysis.

(a).

If White were to play to Q. sq. he would lose the game; ex.—

9.

W. K. to his Q. square;

B. K. to the adversary's Q. third square.

10.

W. K. to his square;

B. P. one square.

11.

W. K. to his B. second square;

B. K. to the adversary's Q. second square.

And the P. goes to Q.

SECOND SITUATION.

- B.** K. at the adversary's K. fourth square;
 K. P. at K. third square;
W. K. at his second square.

The Black will win, whether he have the first move or not. ex.—

Suppose the *White* to move.

1.

- W.** K. to his square; (*or a*). (*or b*).
B. K. to the adversary's K. third square.

If he were to play his *Pawn*, instead of his King, White ought to play K. to his second square, and the game would be *drawn*.

2.

- W.** K. to his Q. square;
B. P. one square.

He would likewise win if he played his K. to adverse K. B. second square.

3.

- W.** K. to his square;
B. P. one square,—to the adv. K. fourth sq.

4.

W. K. to his B. square;*B.* K. to the adversary's Q. second square.

5.

W. K. to his B. second square;*B.* P. checks; and will become a Queen in two moves.*(or a).*

1.

W. K. to his Q. or K. B. square;*B.* K. to the adversary's K. third square.

2.

W. K. to his square;*B.* P. to its K. fourth square.

3.

W. K. to his Q. square;*B.* K. to the adversary's K. B. second sq.

4.

W. K. to his Q. second square;*B.* P. one square.

And becomes a Q. in three moves.

(or b).

1.

W. K. to his Q. second square;*B.* K. to the adversary's K. B. third square.

2.

W. K. to his square ;*B.* P. to its K. fourth square.

3.

W. K. to his Q. second square ;*B.* P. to the adversary's K. fourth square.

4.

W. K. to his square ;*B.* K. to the adversary's K. third square.

If he played the Pawn, the game would
be drawn.

5.

W. K. to his B. square ;*B.* K. to the adversary's Q. second sq.

6.

W. K. to his B. second square ;*B.* P. checks, and becomes a Q. in two moves.

Suppose the *Black* to have the move.

1.

B. P. one square ;*W.* K. to his B. second sq. (*or a*). (*or b*).

2.

B. K. to the adversary's Q. third square ;*W.* K. to his B. third square.

3.

B. P. checks ;*W.* K. to his B. second square.

4.

B. K. to the adversary's Q. second square ;*W.* K. to his B. square.

5.

B. P. one square, and wins.

(or a).

1.

B......*W.* K. to his Q. square.

2.

B. K. to the adversary's K. B. third square ;*W.* K. to his square.

3.

B. P. one square ;*W.* K. to his B. square.

4.

B. P. one square, to the adversary's K. third square ;*W.* K. to his square.

5.

B. P. one square ;*W.* K. to his Q. second square.

6.

B. K. to the adversary's K. B. second sq.
and Queens the P. next move.(or *b*).

1.

B.*W.* K. to his square.

2.

B. K. to the adversary's K. third square ;*W.* K. to his B. square.

3.

B. K. to the adversary's Q. second square ;*W.* K. to his B. second square.

4.

B. P. one square, and will go to Q.

THIRD SITUATION.

- B.* K. at the adversary's K. fourth square;
K. P. at its K. fourth square;
W. K. at his second square.

The *winning* or *drawing* of this game depends on the first move; if the *White* play first, the *Black* will *win*.

1.

- W.* K. to his B. second square;
B. K. to the adversary's Q. third square.

2.

- W.* K. to his square;
B. K. to the adversary's K. third square.

3.

- W.* K. to his B. square;
B. K. to the adversary's Q. second square.

4.

- W.* K. to his B. second square;
B. P. one square, and will go to Q.

But, if the *Black* play first, the *White* will draw the game.—ex.—

1.

B. K. to the adversary's K. B. fourth sq.

W. K. to his B. second square.

2.

B. P. one square ;

W. K. to his second square.

3.

B. P. one square ;

W. K. to his square.

4.

B. K. to the adversary's K. B. third square.

W. K. to his B. square.

5.

B. P. checks ;

W. K. to his square.

FOURTH SITUATION.

B. K. at the adversary's K. fourth square ;

K. P. at home ;

W. K. at his second square.

The Black will win, whether he have the move or not.

Suppose the *White* to move :

1.

W. K. to his square ;

B. P. one square.

2.

W. K. to his second square ;

B. P. one square.

3.

W. K. to his square ;

B. K. to the adversary's K. third square.

4.

W. K. to his Q. square ;

B. K. to the adversary's K. B. second sq.

5.

W. K. to his Q. second square ;

B. P. one square.

Suppose the *Black* to move :

1.

B. The P. two squares ;

W. K. to his square.

2.

B. K. to the adversary's K. third square ;

W. K. to his Q. square.

3.

B. K. to the adversary's K. B. second sq.

W. K. to his Q. second square.

4.

B. P. one square.

FIFTH SITUATION.

- B.* K. at the adversary's K. Kt. fourth sq.
K. Kt. P. at its K. Kt. third square;
W. K. at its Kt. second square.

This situation is inserted to teach the amateur the method of pushing the *Kt.* P. to Q. for, if he were to play this P. in the same manner as he would the King's, Queen's, or Bishop's, he would stale-mate his adversary.

1.

- W.* K. to his R. second square;
B. K. to the adversary's K. B. third sq.

2.

- W.* K. to his R. square;
B. P. one square.

3.

- W.* K. to his Kt. square;
B. P. one square.

4.

- W.* K. to his R. second square;
B. K. to the adversary's K. B. second sq.

5.

W. K. to his R. square ;

B. If it were the King's, Queen's, or Bishop's Pawn, he might play it one square, which would compel White to remove and he would make a Q. in two moves ; but, being the *Knight's* Pawn, if he play it, White will be *stale-mated* ; he must therefore play—

K. to the adversary's K. Kt. third sq.

6.

W. K. to his Kt. square ;

B. K. to the adversary's K. R. third square,

7.

W. K. to his R. square ;

B. P. one square.

8.

W. K. to his Kt. square ;

B. P. one square.

9.

W. K. to his B. second square ;

B. K. to the adversary's K. R. second sq.

SIXTH SITUATION.

- B.* K. at the adversary's K. fourth square;
K. P. at its K. third square;
W. K. at his square.

The Black will win.—ex.—

Suppose the *White* to play first:

1.

- W.* K. to his second square;
B. P. one square.

2.

- W.* K. to his B. second square;
B. K. to the adversary's Q. third square.

3.

- W.* K. to his square;
B. P. one square.

4.

- W.* K. to his B. second square;
B. P. checks.

5.

- W.* K. to his B. square;
B. K. to the adversary's Q. second square.

U 4

Suppose the *Black* to have the first move :

1.

B. K. to the adversary's K. third square ;

W. K. to his B. square.

2.

B. P. one square ;

W. K. to his square.

3.

B. P. one square ;

W. K. to his B. square.

4.

B. K. to the adversary's Q. second square.

And the P. goes to Q.

SEVENTH SITUATION.

B. K. at his third square ;

K. P. at home ;

W. K. at his fourth square.

In this situation, if the Black have the move, the White will *draw* the game ; but, if the White have the move, he will *lose* the game.—ex.—

1.

W. K. to his Q. fourth square ;

B. K. to his B. fourth square.

2.

W. K. to the adversary's Q. fourth sq. (*or a*). .

B. P. two squares.

3.

W. K. to his Q. B. fourth square ;

B. P. one square.

4.

W. K. to his Q. fourth square ;

B. K. to the adversary's K. B. fourth sq.

5.

W. K. to his Q. B. third square ;

B. P. one square.

6.

W. K. to his Q. third square ;*B.* K. to the adversary's K. B. third square.(or *a*).

2.

W. K. to his third square ;*B.* K. to his fourth square.

3.

W. K. to his Q. third square ;*B.* K. to the adversary's K. B. fourth sq.

4.

W. K. to his Q. fourth square. (or *b*).*B.* P. two squares, giving check.

5.

W. K. to his Q. third square ;*B.* K. to the adversary's K. B. third sq.

6.

W. K. to his Q. second square ;*B.* P. one square.

7.

W. K. to his square ;*B.* K. to the adversary's K. third square.

8.

W. K. to his B. square ;*B.* K. to adversary's Q. second square.

And the P. goes to Q.

(or *b*).

4.

W. K. to his second square ;

B. K. to the adversary's K. fourth square.

5.

W. K. to his B. second square ;

B. K. to the adversary's Q. third square.

6.

W. K. to his square ;

B. P. two squares.

7.

W. K. to his Q. square ;

B. P. one square.

8.

W. K. to his square ;

B. K. to the adversary's K. third square.

9.

W. K. to his Q. square ;

B. K. to the adversary's K. B. second sq.

And the P. goes to Q.

Suppose the Black to have the move, White will draw the game by playing his K. always in opposition to his adversary's, which will force him to push the P.

EIGHTH SITUATION.

B. K. at his third square ;

K. P at home ;

W. K. at his third square.

If the White have the move, he will *draw* the game by playing the K. to his fourth square. But, if the Black have the move, he will *win* the game, by playing the K. to his fourth square, and then to the adversary's Q. fourth square, or to the adversary's K. B. fourth square, according to White's *second* move.

NINTH SITUATION.

- B.* K. at his third square;
 K. P. at home;
W. K. at his *second* square.

The Black *wins*, whether *he* play *first* or *not*.

Suppose the *White* to play first:

1.

- W.* K. to his third square. (*or a*).
B. K. to his fourth square.

2.

- W.* K. to his B. third square;
B. K. to the adversary's Q. fourth square.

3.

- W.* K. to his second square; (*or b*).
B. K. to the adversary's K. fourth square.

4.

- W.* K. to his B. second square;
B. K. to the adversary's Q. third square.

And the situation is similar to that of the
 6th. move —page 299.

(*or a*).

1.

- W.* K. to his Q. third square;
B. K. to his Q. fourth square.

2.

W. K. to his third square ;*B.* K. to his fourth square.

3.

W. K. to his Q. third square ;*B.* K. to the adversary's K. B. fourth square.

4.

W. K. to his second square ;*B.* K. to the adversary's K. fourth square.

5.

W. K. to his Q. second square ;*B.* P. one square.

If he pushed it *two* squares, it would be a
drawn game.

6.

W. K. to his second square ;*B.* P. one square.

7.

W. K. to his B. second square ;*B.* K. to the adversary's Q. third square.

And the P. goes to Q.

(or *b*).

3.

W. K. to his B. fourth square ;*B.* P. two squares, giving check.

4.

W. K. to his B. third square;

B. K. to adversary's Q. third square.

5.

W. K. to his B. second square;

B. P. one square, and goes to Q.

6.

W. K. to his B. square;

B. P. one square.

7.

W. K. to his square;

B. P. one square.

Suppose the *Black* to have the move.

1.

B. K. to his fourth square;

W. K. to his third square.

2.

B. P. one square;

W. K. to his Q. third square.

3.

B. K. to the adversary's K. B. fourth sq.

W. K. to his second square.

4.

- B.** K. to the adversary's K. fourth square ;
If he played the P. it would be a *drawn* game.
W. K. to his B. second square.

5.

- B.** K. to the adversary's Q. third square.
And the P. goes to Q

TENTH SITUATION.

B. K. at his third square ;

K. P. at home ;

W. K. at his square.

The Black wins ; it is immaterial who has the move.

N. B. Although it seldom happens at Chess that the King's Pawn remains unmoved, I have, in many of the preceding examples, preferred taking the play of this Pawn, as affording the best means of showing how a game may be won or drawn.

ELEVENTH SITUATION.

- B.* K. at his square ;
K. P. at home ;
W. K. at his square.

The event of this situation depends on the move ; if the *Black play first, the White will lose.*

1.

- B.* K. to his B. second square ;
W. K. to his second square.

2.

- B.* K. to his third square ;
W. K. to his third square. (*or a*).

3.

- B.* K. to his fourth square ;
W. K. to his Q. third square.

4.

- B.* K. to the adversary's K. B. fourth sq.
W. K. to his second square.

5.

- B.* K. to the adversary's K. fourth square ;
W. K. to his square.

6.

B. K. to the adversary's K. third square ;*W.* K. to his B. square.

7.

B. P. two squares ;*W.* K. to his square.

8.

B. P. one square ;*W.* K. to his B. square.

9.

B. K. to the adversary's Q. second square.

And the P. goes to Q.

(or a).

B...... 2.*W.* K. to his B. third square.

3.

B. K. to his B. fourth square ;*W.* K. to his second square.

4.

B. K. to the adversary's K. fourth square ;*W.* K. to his square.

5.

B. P. one square ;*W.* K. to his second square.

x 2

6.

- B.* P. one square;
W. K. to his square.

7.

- B.* K. to the adversary's K. third square;
W. K. to his Q. square.

8.

- B.* K. to the adversary's K.B. second sq. &c.

But if the *White play first*, the game will
be *drawn*.—ex.—

1.

- W.* K. to his second square;
B. K. to his B. second square.

2.

- W.* K. to his third square;
B. K. to his third square.

3.

- W.* K. to his fourth square;
B. K. to his Q. third square.

4.

- W.* K. to his Q. fourth square;
B. P. one square.

5.

W. K. to his fourth square;*B.* P. one square.

6.

W. K. to his third square;*B.* K. to his Q. fourth square.

7.

W. K. to his Q. third square;*B.* P. one square, giving check.

8.

W. K. to his third square.

And the game is drawn,

When the Pawn is within *three* squares of Q. and its K. is in front of it, the P. will make a Q. whether the Black or the White have the move.

TWELFTH SITUATION.

- B.** K. at the adversary's K. B. third sq.
K. P. at the adversary's K. fourth sq.
W. K. at his square.

If it be to the White to play, the Black must push the P. and if the White play to his Q. or B. square, the P. may again be pushed, as it does *not* check; but, if the White play to his Q. second square, the Black must play differently, else the game will be *drawn*. ex—

1.

- W.** K. to his Q. second square;
B. P. checks.

2.

- W.** K. to his Q. square;
B. If the P. were to check, the White K. will move to his square, and draw the game: therefore the Black must play his K. to the adversary's K. B. second square, and will win.

In the above situation, if the Black have the first move, he must play his **K.** to the adversary's **K.** third square.

If the White King, instead of being at *his* square, were at his Bishop's square, and it were the *White's move*, the Black ought to play his **K.** for, if he played his **P.** the game would be *drawn*: but, if the Black have the move, he must play his **P.**

If the White **K.** be at his **Q.** square, the game must be played exactly as if he were at his **B.** square.

Lastly, it is an invariable rule, that, when the **P.** does *not* check when it is played to *its seventh square*, it will go to **Q.** but, if it *check*, the game will be drawn; therefore the player who has the **P.** must calculate attentively, and play it with great caution, else his adversary will frequently be enabled to *draw* the game.

Situations *similar* to the following, frequently occur at the end of a game.

- B.* K. at his Q. R. Q. Kt. or Q. B. square;
 K. R. P. at its K. R. third square;
W. K. at the adversary's Q. B. third sq.

The player of the White is sometimes in doubt whether he can prevent the adversary's P, from becoming a Q. and he finds himself obliged to calculate all the moves on both sides. A much shorter, as well as a more scientifick, method, is to examine *whether the K, be in the quadrangle formed by the P. and that square where it will become a Q.* If the K. be *IN the quadrangle*, he will overtake the P. though the latter should play first; therefore, in the above situation, though the P. have the first move, the K. will stop its progress.

Though the K. be *one move BEYOND the quadrangle*; if he have the first move, he will stop the P. Suppose, for example, he be at the adversary's Q. Kt. third square, if he move first, he will,

of course, play IN THE QUADRANGLE, and, consequently stop the P. It must be observed, that, if the P. *have not moved*, the K. should have the first move, else the P. will go to Q. on account of its moving two squares at first.

ENDS OF GAMES,

WITH PAWNS ON BOTH SIDES.

A PAWN AGAINST A PAWN.

WHETHER the two Pawns are placed on the same, or on distant, or adjoining perpendiculars, the event will depend on the situation of the Kings. It is unnecessary to multiply examples. But, when the two Pawns are *close to each other* on the same perpendicular, the position becomes interesting, as it affords the means of showing the proper method of manœuvring the King.—Thus—

W. Q. P. at Q. fourth square ;

K. at his B. fourth square ;

B. Q. P. at Q. fourth square.

W. K. at Q. Kt. fourth square.

White, having the move, will *lose* the game if he attack the adverse P. at adversary's K. fourth square. If he support his own P. by playing the K. to his third square, Black will *draw* the game. But White has the choice of a third move which he may risk *without danger*; and though he cannot win if Black play properly, yet he will

thereby try the adversary's skill in manœuvring the King. What is this move?—and—How ought the Black to play afterwards!

W. Q. P. at Q. fourth square;

K. at adversary's Q. Kt. fourth square;

B. Q. P. at Q. fourth square.

K. at adversary's K. B. fourth square.

Here the Pawns remain as before, but the position of the Kings is reversed.—

Whoever has the move will win.

How should the King be played?

I have not subjoined the moves: I recommend to such of my readers as may not be thoroughly acquainted with the method of playing the King well in opposition to the adversary, to study these positions as very useful. It is incredible how many games are lost at Chess in consequence of mistakes in similar situations.

ENDS OF GAMES,

Two Pawns against one Pawn.

FIRST SITUATION.

- B.* K. at the adversary's K. B. fourth sq.
 K. Kt. P. at the adversary's K. Kt. fourth square ;
 K. R. P. at the adversary's K. R. fourth square ;
- W.* K. at his B., Kt., or R. square.
 K. R. P. at its square.

In this situation, though the Black have the move, the White will *draw the game*; for, if the Black, after having played his K. to the adversary's K. B. third square, should push his K. Kt. P. one square, the White (having his K. at his Kt. square) may draw the game in three different ways; 1st. by playing his K. to his R. square; 2ndly. by taking the Kt. P. with his P. and 3dly. by playing his P. one square. But, when the Black has his K. at the adversary's K. B. third square, and his K. Kt. P. at the adversary's K. Kt.

third square (*en prise* of the White Rook's P.) if the White have his K. at his *B.* or *R.* square, he must carefully avoid *taking* the Kt. P. but must either play his K. to his Kt. sq. or push his P. one square.

But, in the following situation, though so nearly similar to the last, the event of the game depends on the first move.

SECOND SITUATION.

- B.* K. at his B. fourth square ;
K. Kt. P. at its K. Kt. fourth square ;
K. R. P. at its K. R. fourth square ;
- W.* K. at his Kt. third square.
K. R. P. at its K. R. third square.

If the *Black* play first he will win the game; but, if the *White* have the move, he will draw the game. The difference between the event of this situation, and the result of the last, arises from the White Pawn's having been *moved*, for, if it were at *its sq.* the game would be *drawn*, as the K. could not be forced from his *R.* square; but the P. being moved, though only *one square*, deprives his K. of that safe retreat, and occasions the loss of the game. ex. gr.

A TREATISE ON

1.

- B.** K. to the adversary's K. fourth square;
W. K. R. P. one sq. (*or* A). (*or* B). (*or* C).

2.

- B.** K. Kt. P. one square;

If the White play his K. to his *R. second square*, the Black will play his K. to the adversary's K. B. third square, and then to the adversary's K. Kt. third sq. If the White, instead of playing to his R. second square, play his K. to his *Kt. second square*, the Black will play his K. to the adversary's K. B. fourth square, after which, if the White retreat to his R. second sq. the Black will move his K. to the adversary's K. B. third square, and then to the adversary's K. Kt. third square; and if, in lieu of *retreating* to his R. second sq. the White play his K. to his B. second square, the Black will check with his Kt. P. and then play his K. to the adversary's K. Kt. fourth square. Therefore,—

- W.** K. to his B. second square.

3.

B. K. to the adversary's Q. third square.

And not to the adversary's K. B. fourth sq.
as Carréra has directed. This player
asserts that, *in all cases*, the R. P.
draws the game against the Kt. and R.
Pawns.

W. K. to his B. square. (*or AA*).

4.

B. K. to the adversary's K. third square;

W. K. to his Kt. second square.

5.

B. K. to the adversary's K. B. fourth sq.

W. K. to his B. second sq.

6.

B. Kt. P. checks;

W. K. to his Kt. second square.

7.

B. K. to the adversary's K. Kt. fourth sq.
and wins.

(*or A*).

1.

B......

W. K. to his R. second square.

2.

B. K. to the adversary's K. B. third square;
W. R. P. one square.

3.

B. Kt. P. one square;
W. K. to his Kt. square.

4.

B. K. to the adversary's K. Kt. third sq.
 and wins.

(or B).

1.

B......
W. K. to his Kt. second square.

2.

B. K. R. P. one square;
W. K. to his B. second square.

3.

B. K. to the adversary's K. B. fourth sq.
W. K. to his Kt. second square.

4.

B. K. to the adversary's K. third square;
W. K. to his R. square.

5.

B. K. to the adversary's K. B. third square;
W. K. to his R. second square.

6.

B. K. to the adversary's K. B. second sq.
and then to the adversary's K. Kt.
third square, &c.

(or c).

1.

B.*W.* K. to his B. second square.

2.

B. K. to the adversary's K. B. fourth sq.*W.* K. to his Kt. second square. (or 1).

3.

B. K. to the adversary's K. third square;*W.* K. to his Kt. third square.

4.

B. K. to the adversary's K. second square;*W.* R. P. one square. (or 2).

5.

B. K. Kt. P. one square;*W.* K. to his Kt. second square.

6.

B. K. to the adversary's K. third square;*W.* K. to his Kt. third square.

7.

- B.* K. to the adversary's K. fourth square ;
W. K. to his B. second square.

8.

- B.* K. to the adversary's Q. third square ;
W. K. to his B. square.

9.

- B.* K. to the adversary's K. third square ;
W. K. to his Kt. second square.

10.

- B.* K. to the adversary's K. B. fourth sq.
W. K. to his B. second square.

11.

- B.* K. Kt. P. checks, and then the K. moves
to the adversary's K. Kt. fourth sq.
and wins.

(or 1).

B. 2.

W. R. P. one square.

3.

- B.* K. Kt. P. one square ;
W. K. to his Kt. second square ;

4.

- B.* K. to the adversary's K. fourth square ;
W. K. to his Kt. third square.

5.

B. K. to the adversary's K. third square ;*W.* K. to his Kt. second square.

6.

B. K. to the adversary's K. B. fourth sq.
and will win.

(or 2).

4.

B......*W.* K. to his Kt. second square.

5.

B. K. R. P. one square ;*W.* K. to his Kt. square.

6.

B. K. to the adversary's K. B. third square ;*W.* K. to his R. second square.

7.

B. K. to the adversary's K. B. second sq.
and then to the adversary's K. Kt.
third square, &c.

(or AA).

3.

B......*W.* K. to his Kt. square.

4.

- B.* K. to the adversary's K. third square ;
W. K. to his Kt. second square.

5.

- B.* K. to the adversary's K. B. fourth sq.
W. K. to his R. second square.

6.

- B.* K. to the adversary's K. B. third square,
and then to the adversary's K. Kt.
third square, &c.

By the foregoing analysis, it is evident that the *Black, having the move, will win the game*: the following demonstration. proves, that, *if the White have the first move, the game will be drawn.*

1.

- W.* K. to his B. third square ;
B. K. R. P. one square. (*or D*).

2.

- W.* K. to his third square ;
B. K. to his fourth square.

3.

- W.* K. to his B. third square ;
B. K. to *his own* third square, or to his *B.*
third square.

4.

W. K. to his Kt. fourth square ;

B. K. to *his B.* third square, or to his *Kt.* third square.

5.

W. K. to his B. third square ;

B. K. to his B. fourth square.

6.

W. K. to his third square, (as at the second move).

B. K. Kt. P. one square.

7.

W. R. P. takes it, giving check, and then the K. plays to his B. second square, to his Kt. square, and lastly, to his R. square ; whence the Black will be unable to drive him.

(or D).

1.

W.

B. K. to his third square, or to his B. third square.

2.

W. Must carefully retrograde on the *same* perpendicular as the Black K. Sup-

pose the Black K. to be at his *B.* third square, the White must play his K. to his *B.* second square;

B. K. to his *B.* second square.

3.

W. K. to his *B.* square;

B. K. to his *B.* square.

4.

W. K. to his *B.* second square;

B. K. to his second square.

5.

W. K. to his third square;

B. K. to his *B.* third square.

6.

W. K. to his *B.* second square, observing carefully to play on the *same* perpendicular as the Black K. and within *one, three, or five* squares from him.

If the Black, at the first move (of this back-game *D*), should play his K. to his third square, the White ought to play his K. to his second square, and then if the Black play the K. to his fourth square, the White must play the K. to his third square. If, instead of playing his K. to his fourth square (at

the second move) the Black were to play his K. to his Q. third square, the White may play his K. to his Q. second square. If *then* the Black play his K. to his Q. B. third square, the White may move his K. to his Q. B. second square; for, though the Black should play the K. Kt. P. one square, the game will still be *drawn* whether the Black *take* the White Pawn or *not*: in the *latter* case, both players will have a Q. in the *former*, the K. will overtake the P.

THIRD SITUATION.

- B.** K. at the adversary's K. fourth square;
 K. Kt. P. at the adversary's K. Kt.' fourth square;
 K. R. P. at the adversary's K. R. fourth square;
W. K. at his second square.
 K. R. P. at home.

This is a *drawn* game. If the player of the White have the move, it is obvious, that, by retiring his K. to his R. sq. he will very easily draw the game: and if the player of the Black have the first move, the White will *likewise draw* the game.—ex.—

1.

- B.** Kt. P. one square;
W. R. P. one square. [*or a*]. [*or b*].

2.

- B.** K. to the adversary's K. B. fourth sq.
W. K. to his B. square.

3.

- B.** K. to the adversary's K. B. third square;
W. K. to his Kt. square.

4.

B. Kt. P. one square;

W. K. to his R. second square.

The Black is obliged to abandon his Kt.

P. as he cannot support it without stale-mating his adversary.

[*a*]. If the White were to take the Kt. P. he would lose the game.—ex.—

1.

B.

W. P. takes the Kt. P.

2.

B. R. P. takes it.

W. K. to his *B.* square. [*or* *]

3.

B. K. to the adversary's K. B. third square;

W. K. to his Kt. square.

4.

B. P. to the adversary's K. Kt. second sq.

W. K. to his R. second square.

5.

B. K. to the adversary's K. B. second sq.
and wins.

[*b*]. The White may equally *draw* the game by playing the following moves:—

1.

B. Kt. P. one square;*W.* K. to his *B.* square.

If the Black take the P. the White will move his K. to his Kt. second square, and, of course, will easily *draw* the game; and, if the Black, instead of taking the P. should play—

2.

B. K. to the adversary's K. B. third square;*W.* K. to his Kt. square, or the P. one sq. and the game is drawn.

[or *]

2.

B......*W.* K. to his square.

3.

B. K. to the adversary's K. third square;*W.* K. to his B. square.

4.

B. K. to the adversary's K. B. third square, and then the P. one square.

FOURTH SITUATION.

B. K. at his B. second square;

K. Kt. P. at home;

K. R. P. at home;

W. K. at his B. fourth square.

K. R. P. at home.

White to move; Black must win.—ex.—

1.

W. K. to the adversary's K. B. fourth sq.

B. R. P. one square.

2.

W. K. to his B. fourth square:

B. K. to his B. third square.

3.

W. K. to his Kt. fourth square;

B. K. to his Kt. third square.

4.

W. K. to his R. fourth square;

B. R. P. to its fourth square.

5.

W. K. to his R. third square;

B. K. to his Kt. fourth square.

6.

- W.* K. to his Kt. third square;
B. R. P. checks.

7.

- W.* K. to his R. third square;
B. K. to his R. fourth square.

8.

- W.* K. to his Kt. second square;
B. K. to the adversary's K. Kt. fourth sq.

9.

- W.* K. to his Kt. square; [*or a*].
B. K. to the adversary's K. R. third square.

10.

- W.* K. to his R. square;
B. Kt. P. two squares.

It must be particularly observed, that, if
 the White K. should be at his *Kt.* sq.
 the P. must be played only *one* sq.

11.

- W.* K. to his Kt. square;
B. Kt. P. to the adversary's K. Kt. fourth
 square.

12.

- W.* K. to his R. square;
B. Kt. P. to the adversary's K. Kt. third sq.

13.

W. P. takes it;*B.* R. P. takes the P.

14.

W. K. to his Kt. square;*B.* P. to the adversary's K. Kt. second sq.
and wins.

[or a].

9.

W. P. checks;*B.* K. to the adversary's K. B. fourth sq.

10.

W. K. to his B. second square;*B.* Kt. P. one square (to gain the move).

11.

W. K. to his Kt. second square;*B.* K. to the adversary's K. third square.

12.

W. K. to his Kt. square;*B.* K. to the adversary's K. B. third square.

13.

W. K. to his R. second square;*B.* K. to the adversary's K. B. second sq.

14.

W. K. to his R. square;

B. K. to the adversary's K. Kt. third square,
and must win.

FIFTH SITUATION.

- B.** K. at the adversary's K. fourth square ;
K. Kt. P. at the adversary's K. Kt. fourth square ;
K. R. P. at the adversary's K. R. fourth square ;
W. K. at his second square.
K. Kt. P. at home.

Black to move ; nevertheless White *draws* the game.—ex.—

1.

- B.** K. Kt. P. one sq. [*or a*]. [*or b*]. [*or c*].
W. K. to his B. square.

2.

- B.** K. to the adversary's K. B. fourth sq.
W. K. to his Kt. square.

3.

- B.** K. to the adversary's K. Kt. fourth sq.
W. K. to his R. square.

4.

- B.** R. P. one square ;
W. Must cautiously avoid taking it ; instead

of which he must play his K. to his Kt. square, and the game is *unquestionably drawn*.

[or a].

1.

B. R. P. one square;
W. Kt. P. takes it.

2.

If the Black take with his P. the White will draw the game by playing into his R. square.

B. Kt. P. to the adversary's K. Kt. third square;
W. P. to its K. R. fourth square.

3.

B. K. to the adversary's K. B. fourth sq.
W. P. to the adversary's K. R. fourth sq.

4.

The Black is now compelled to play his K. to his Kt. fourth sq. and the White, moving his K. to his B. third square, draws the game; each King capturing his adversary's Pawn.

[or *b*].

1.

B. K. to the adversary's K. B. fourth sq.

W. K. to his B. second square.

2.

B. Kt. P. checks;

W. K. to his B. square.

3.

B. K. to the adversary's K. third square;

W. K. to his Kt. square.

4.

B. K. to the adversary's K. second square;

W. K. to his R. square.

5.

B. R. P. one square;

W. Must not take it, but play his K. to his Kt. square.

6.

B. K. to the adversary's K. third square;

W. Kt. P. takes the R. P.

7.

B. K. to the adversary's K. B. third square;

W. P. one square, and the drawn game is evident.

[or c].

1.

B. K. to his B. fourth square*W.* K. to his B. second square

2.

B. K. to the adversary's K. B. fourth sq.*W.* P. to its K. Kt. third sq. giving check.

3.

B. R. P. takes the P. and checks;*W.* K. to his Kt. second square.

4.

B. K. to his B. fourth square;*W.* K. takes the P.

5.

B. K. to his Kt. fourth square;*W.* K. to his Kt. second square.

6.

B. K. to the adversary's K. B. fourth sq.*W.* K. to his B. second square.

7.

B. P. checks;*W.* K. to his Kt. second square, and draws
the game.

I cannot close these Positions of two Pawns against one, without giving a situation where one of the Players has a *passed Pawn*, which renders the manœuvring of the adverse King still more difficult because he dares not remove himself too far from the passed Pawn.

SITUATION.

- B.* K. at his Q. B. third square;
 K. R. P. at its R. fourth square;
 K. Kt. P. at its Kt. third square;
W. K. at its Q. fourth square.
 K. Kt. P. at adversary's K. Kt. third sq.

White, having the move, can draw the game only by very careful play of his King. He must first move to his K. fourth square, where he will be ready to renew his opposition to the adversary's K. if Black play either to his Q. third or second square, or to his Q. B. or Q. Kt. fourth squares. But, if the Black, (after playing to his Q. B. *second*, the proper counter-move to which, on the part of the White, is the K. to adverse Q. fourth square) were to play to his Q. B. or Q. Kt. sq.

How ought White to play?—not daring to advance nearer the adverse K. on account of the passed Pawn.

These two moves of the Black require separate counter-moves from the White, and, if they are not played correctly, he will lose. I recommend the Pupil to study this Position attentively.—For, although the proper counter-moves may appear easy to a well-exercised player, yet mistakes are every day made, in similar situations, by Amateurs, who are, in other respects, by no means weak players.

SITUATIONS,

With various Pawns on both sides.

- B.** K. at his R. fourth square ;
 K. R. P. at the adversary's K. R. fourth square ;
 K. Kt. P. at the adversary's K. Kt. third square ;
 Q. B. P. at its square ;
 Q. Kt. P. at its square ;
 Q. R. P. at its square ;
- W.** K. at his Kt. square.
 Q. B. P. at the adversary's Q. B. fourth square.
 Q. Kt. P. at the adversary's Q. Kt. fourth square.
 Q. R. P. at the adversary's Q. R. fourth square.

The player of the White wins by the scientific play of his Pawns, though the game is apparently much against him.

1.

- W.** Q. Kt. P. to the adversary's Q. Kt. third square ;
B. Q. B. P. takes it. (*or a*).

2.

- W.** Q. R. P. one square ;
B. Q. Kt. P. takes it.

3.

W. Q. B. P. to the adversary's Q. B. third square;

B. K. to the adversary's K. Kt. fourth sq.

4.

W. P. to the adversary's Q. B. second sq.

B. K. to the adversary's K. B. third square.

5.

W. P. becomes a Q. and wins the game with facility.

(or a).

1.

W.

B. Q. R. P. takes Q. Kt. P.

2.

W. Q. B. P. to the adversary's Q. B. third square;

B. Q. Kt. P. takes it.

3.

W. Q. R. P. to the adversary's Q. R. third square;

B. K. to the adversary's K. Kt. fourth sq.

4.

W. P. to the adversary's Q. R. second sq.

B. K. to the adversary's K. B. third square.

5.

W. P. becomes a Q.

B. K. R. P. to the adversary's K. R. third square.

6.

W. Q. takes the P. which is at the adversary's Q. B. third square, gives check, and easily wins the game.

IN the following Position the Player of the White can save the game only by preventing the Black K. from taking possession of his (the Black's) King's fourth, or King's Rook's fourth square; in either case, White would lose his King's Bishop's Pawn and the game.

SITUATION.

B. K. at his square;

A Pawn	{	at his K. B. third square. at his K. Kt. fourth square, at his Q. fourth square. at the adv. K. R. fourth sq. at the adv. K. third square. at the adv. Q. fourth square,
--------	---	---

W. K. at his Kt. square;

A Pawn	{	at his K. second square. at his Q. third square. at his K. R. second square. at his K. R. third square. at the adv. K. B. fourth sq.
--------	---	--

At first sight it seems indifferent whether the White, *having the move*, ought to play his K. to his Kt. second square, If he does play so he will lose the game. If the Black has the *first* move the White must *then* make that move.

In such positions the delicacy with which the King must be played, in order to *come last* in opposition to the decisive square, is made manifest.

ENDS OF GAMES,

With a Queen against a Pawn within one square of Queen.

THE Player with the Queen will not be able to *win* the game if the Pawn is on either of the *Rook's* files, or (with some few exceptions) on either of the *Bishop's* files. With the Pawn on the K. Q. or Kt. files, the Q. will win.

Proper method of playing the Queen.

Ex. gr.—When the P. is on the Kt. file.

SITUATION.

- B.* K. at adversary's K. B. second square;
P. at adversary's K. Kt. second square;
- W.* K. at adverse Q. B. square.
Q. at adversary's K. R. third square.

1.

- W.* Q. checks at adversary's K. B. fourth sq.
- B.* K. to adversary's K. square.

2.

- W.* Q. to her K. Kt. fourth square;
- B.* K. returns to B. second square.

3.

W. Q. checks at her K. B. fourth square ;

B. K. to adversary's K. square.

4.

W. Q. checks at her K. Kt. third square ;

B. K. to the B. square.

5.

W. Q. checks at K. B. third square ;

B. K. to the Kt. square.

The Black being thus compelled either to lose his P. or to play before it, the White K. is enabled to advance *one* step towards the assistance of his Q. and, by a repetition of the *same* moves, he will, at length, be brought close to the P. to co-operate in the check-mate.

But when the Pawn is on the *Bishop's* file, it is *impossible* to compel the King to play before it—ex. gr.

SITUATION.

B. K. at adversary's K. Kt. second square ;
K. B. P. at adversary's K. Kt. second sq.

W. K. at his Q. fourth square.

Q. at her B. fourth square.

1.

W. Q. to her K. second square ;

B. K. to adversary's Kt. square.

2.

W. Q. checks at her K. Kt. fourth square ;

B. K. to adversary's K. second square.

3.

W. Q. to her K. B. third square :

B. K. to adversary's Kt. square.

4.

W. Q. checks at her K. Kt. third square.

If the P. were on the K. Q. or Kt. file, this move would *compel* the Black to play his King before it: but he may *now* move him to the R. square, because, if the Q. takes the P. he will be in a stale; and, if the Queen continue to check, the same moves will occur *ad infinitum*.

When the P. is on the R. file, the K. may be compelled to play before it; but it is *useless*, because the adverse King cannot advance close to the P. without putting the other K. into a stale.

It has been observed that there are a *few* exceptions where the Queen may *win* against a *Bishop's Pawn*. In such cases, the game is won in consequence of the peculiar situation of the King.
ex. gr.—

SITUATION.

- B.* K. at adversary's Q. Kt. second sq.
 Q. B. P. at adversary's Q. B. second sq.
W. K. at his Q. Kt. fourth square.
 Q. at her K. second square.

White moving *first*.

1.

- W.* Q. to her second square;
B. K. to adversary's Q. Kt. square. (*or a*).

2.

- W.* K. to his Q. Kt. third square;
B. P. becomes a Q. (*or b*).

3.

- W.* The Q. check-mates at her R. second square.

(*or a*).

1.

- W.*
B. K. to adversary's Q. R. square.

2.

- W.* K. to his Q. Kt. third square;
B. K. to the Kt. square.

3.

W. Q. takes the P. checking, and check-mates at the next move.

(or *b*).

2.

W.

B. The P. goes to Q. becomes a Knight and checks.

3.

W. K. to his Q. R. third square ;

B. The Kt. to adversary's Q. third square, to prevent check-mate at Q. Kt. second square.

4.

W. Q. to her B. third square, and will check-mate in a move or two.

Supposing the *Black* to move first in the preceding situation, the White will likewise win. ex. gr.

1.

B. K. to adversary's Q. Kt. square; or [*a*]

W. K. to his Q. B. third square.

If the K. were played to Q. Kt. third sq. Black would draw the game by making a Kt. and checking K. and Q.

2.

B. The P. becomes a Q. and checks. or (*b*)

W. K. to Q. Kt. third square, and will check-mate in three moves at most.

or [*a*]

1.

B. K. to adversary's Q. R. square ;

W. Q. to her second square.

2.

B. K. to adversary's Q. Kt. second square ;

W. K. to his Q. R. fourth square.

3.

B. K. to adversary's Q. R. square ;

W. K. to Q. Kt. third square, and check-mates at the second move.

or [*b*]

2.

B. K. to adversary's Q. R. square ;

W. K. takes the P. and check-mates at the next move with the Q. at the adversary's Q. R. third square.

ENDS OF GAMES,
WITH PIECES ONLY ON THE BOARD.

*Method of giving Check-mate with both
Bishops.*

SITUATION.

- B.** K. at the adversary's K. fourth square ;
W. K. at the adversary's Q. B. fourth sq.
K. B. at its Q. Kt. third square.
Q. B. at the adversary's Q. Kt. square.

1.

- W.** K. B. to the adversary's Q. fourth square,
giving check ;
B. K. to the adversary's K. third square.

2.

- W.** Q. B. to the adversary's K. fourth sq.
B. K. to the adversary's Q. third square.

3.

- W.** Q. B. to its Q. fourth square ;
B. K. to the adversary's Q. B. second sq.

4.

- W.* K. to his Q. B. fourth square ;
B. K. to the adversary's Q. second square.

5.

- W.* K. B. to its third square ;
B. K. to the adversary's K. square.

6.

- W.* K. to his Q. third square ;
B. K. to the adversary's K. B. square.

7.

- W.* Q. B. to its K. third square ;
B. K. to the adversary's K. square.

8.

- W.* K. B. to its K. Kt. second square ;
B. K. to the adversary's Q. square.

9.

- W.* Q. B. to its K. B. second square ;
B. K. to the adversary's Q. B. square.

10.

- W.* K. to his Q. B. third square ;
B. K. to the adversary's Q. square.

11.

- W.* K. B. to its third square, giving check ;
B. K. to the adversary's Q. B. square.

12.

- W.* Q. B. to its K. third sq. giving check ;
B. K. to the adversary's Q. Kt. square.

13.

- W.* K. to his Q. Kt. third square ;
B. K. to the adversary's Q. R. square.

14.

- W.* K. to his Q. R. third square ; (*or a*)
B. K. to the adversary's Q. Kt. square.

15.

- W.* K. B. to its K. fourth sq. giving check ;
B. K. to the adversary's Q. R. square.

16.

- W.* Q. B. to the Q. fourth square, giving
 check-mate.

(*or a*)

14.

- W.* Q. B. to its K. B. fourth square ;
B. K. to the adversary's Q. Kt. square.

15.

- W.* K. B. to its K. fourth sq. giving check ;
B. K. to the adversary's Q. R. square.

16.

W. Q. B. to the adversary's K. fourth sq.
giving check-mate.

*Method of giving Check-mate with a Knight
and Bishop.*

SITUATION.

- B.* K. at his Q. R. square ;
W. K. at the adversary's Q. B. third square ;
 Q. B. at its square.
 Q. Kt. at the adversary's Q. fourth sq.

1.

- W.* B. to the K. B. fourth square ;
B. K. to his Q. R. second square.

2.

- W.* Kt. to the adversary's Q. Kt. third sq.
B. K. to his Q. R. third square.

3.

- W.* B. to the adversary's Q. Kt. square ;
B. K. to his Q. R. fourth square.

4.

- W.* Kt. to adverse Q. fourth square ;
B. K. returns to the R. third square. [or *a*]

5.

- W.* Kt. to its fourth square, giving check ;
B. K. to his Q. R. fourth square.

6.

W. K. to the adversary's Q. B. fourth sq.*B.* K. to the adversary's Q. R. fourth sq.

7.

W. K. to his Q. B. fourth square;*B.* K. returns to his Q. R. fourth square.

8.

W. B. to the adversary's Q. B. second sq.
giving check;*B.* K. to the adversary's Q. R. fourth sq.

9.

W. B. to the adversary's Q. Kt. third sq.*B.* K. to the adversary's Q. R. third sq.

10.

W. Kt. to its Q. third square;*B.* K. to the adversary's Q. R. fourth sq.

11.

W. Kt. to its second square, giving check;*B.* K. to the adversary's Q. R. third square.

12.

W. K. to his Q. B. third square;*B.* K. to the adversary's Q. R. second sq.

13.

W. K. to his Q. B. second square;*B.* K. to the adversary's Q. R. third square.

AA 3

14.

W. B. to the adversary's Q. B. fourth square,
giving check ;

B. K. to the adversary's Q. R. second sq.

15.

W. B. to its Q. Kt. fourth square ;

B. K. to the adversary's Q. R. square,

16.

W. Kt. to its Q. third square ;

B. K. to the adversary's Q. R. second sq,

17.

W. Kt. to its B. square, giving check ;

B. K. to the adversary's Q. R. square.

18.

W. B. to its third square, giving check-mate.

[or *a*]

4.

W......

B. K. to the adversary's Q. R. fourth sq.

5.

W. B. to the adversary's K. fourth square ;

B. K. to the adversary's Q. Kt. third sq.

6.

W. Kt. to its K. third square ;*B.* K. to the adversary's Q. Kt. fourth sq.

7.

W. K. to the adversary's Q. Kt. third sq.*B.* K. to the adversary's Q. R. fourth sq.

8.

W. B. to its third square ;*B.* K. to the adversary's Q. Kt. third sq.

9.

W. B. to its Q. second square ;*B.* K. to the adversary's Q. R. fourth sq.

10.

W. K. to the adversary's Q. B. fourth sq.*B.* K. to the adversary's Q. Kt. third sq.

11.

W. K. to the adversary's Q. Kt. fourth sq.*B.* K. to the adversary's Q. R. third square.

12.

W. Kt. to its B. second square, giving check ;*B.* K. to the adversary's Q. Kt. second sq.

13.

W. Kt. to its Q. fourth square ;*B.* K. to the adversary's Q. R. third square.

14.

W. B. to its square, giving check ;*B.* K. to the adversary's Q. R. second sq.

15.

W. K. to his Q. Kt. fourth square ;*B.* K. to the adversary's Q. Kt. square.

16.

W. B. to its R. third square ;*B.* K. to the adversary's Q. R. second sq.

17.

W. Kt. to its K. second square ;*B.* K. to the adversary's Q. Kt. sq. [or *b*]

18.

W. K. to his Q. Kt. third square ;*B.* K. to the adversary's Q. R. square.

19.

W. B. to its Kt. second sq. giving check ;*B.* K. to the adversary's Q. Kt. square.

20.

W. Kt. to its B. third square, giving check-mate.[or *b*]*W.*..... 17.*B.* K. to the adversary's Q. R. square.

18.

W. K. to his Q. Kt. third square ;

B. K. to the adversary's Q. Kt. square.

19.

W. Kt. to its B. third square, giving check ;

B. K. to the adversary's Q. R. square.

20.

W. B. to its Kt. second square, giving check-mate.

The anonymous Editor of PHILIDOR, in a note on the Bishop & Knight's Check-mate, says that 'the Mate **MUST** be 'given in the *corner* square which is of 'the colour on which the Bishop moves.' [note (a) page 222, 2nd vol. 3rd Edit.]

If this Editor means to say that the Mate cannot be given on *any other* square, the preceding analysis will show that he is mistaken. If this is not his meaning, I should be glad to know *what he does mean*.

Method of giving Check-mate with a Rook.

THE anonymous Editor of PHILIDOR, in treating of this Check-mate, exhibits a singular instance of confusion of Idea, as well as an uncommon lack of talent for analysing Chess.

After giving PHILIDOR'S Position (which wins at the *fourteenth* move) without comment, though the Mate may be effected at the *ninth*, this Editor goes on to say that 'there is *another* mode of compelling into the Rook's-mate, which will, in general, be found to be *more summary* than that which has been exhibited.'

This *other* mode he explains as follows.—

'The principle of it is to confine the adverse King in a square, two sides of which are formed by the extremities of the Board, and two sides by impassable lines running from the station of the Rook.' As if PHILIDOR'S Mate was conducted on a *different* principle from the one here described; or, indeed, as if it were possible to compel the King into the Rook's-mate on *any other* principle.

I have given an analysis in the Preface.

This Mate, however, cannot always be given so quickly. In the following position it cannot be effected in less than seventeen moves.—
ex. gr.—

SITUATION.

- W.* K. at the adversary's K. R. square;
R. at its Q. Kt. square;
B. K. at the adversary's Q. third square.

1.

- W.* R. to its Q. Kt. fourth square;
B. K. to the adversary's Q. B. third square.

2.

- W.* R. to its K. Kt. fourth square;
B. K. to the adversary's Q. third square.

3.

- W.* K. to the adversary's K. Kt. second sq.
B. K. to the adversary's K. third square.

4.

- W.* K. to the adversary's K. Kt. or K. B.
third square;
B. K. to the adversary's K. B. third square.

5.

- W.* K. to the adversary's K. B. fourth sq.
B. K. to the adversary's K. third square.

6.

- W.* R. to its K. B. fourth square ;
B. K. to the adversary's Q. third square.

4.

- W.* R. to its K. fourth square ;
B. K. to the adversary's Q. B. third sq.

8.

- W.* K. to the adversary's K. fourth square ;
B. K. to the adversary's Q. third square.

9.

- W.* K. to the adversary's Q. fourth square ;
B. K. to the adversary's Q. B. third square.

10.

- W.* R. to its Q. fourth square ;
B. K. to the adversary's Q. Kt. third sq.

11.

- W.* R. to its Q. B. fourth square ;
B. K. to the adversary's Q. R. third sq.

12.

- W.* K. to his Q. fourth square ;
B. K. to the adversary's Q. Kt. third sq.

13.

- W.* K. to his Q. third square ;
B. K. to the adversary's Q. Kt. second sq.

14.

W. K. to his Q. second square;

B. K. to the adversary's Q. Kt. third sq.

15.

W. R. to its K. fourth square;

B. K. to the adversary's Q. R. third square.

16.

W. K. to his Q. B. second square;

B. K. to the adversary's Q. R. second sq.

17.

W. R. to Q. R. fourth square, giving check-mate.

*Method of giving Check-mate with a Rook on
a particular Square.*

SITUATION.

- B.* K. at the adversary's K. square;
W. K. at his B. third square.
K. R. at its second square.

The Black King to be check-mated *on his
own square.*

1.

- W.* R. to its K. B. second square;
B. K. to the adversary's Q. square.

2.

- W.* R. to its K. second square;
B. K. to the adversary's Q. B. square.

3.

- W.* K. to his third square;
B. K. to the adversary's Q. square.

4.

- W.* K. to his Q. third square;
B. K. to the adversary's Q. B. square.

5.

- W.* R. to its Q. second square;
B. K. to the adversary's Q. Kt. square.

6.

- W.* R. to its Q. B. second square;
B. K. to the adversary's Q. R. square.

7.

- W.* K. to his Q. second square;
B. K. to the adversary's Q. Kt. square.

8.

- W.* K. to his Q. B. third square;
B. K. to the adversary's Q. R. square.

9.

- W.* R. to its Q. B. square, giving check;
B. K. to the adversary's Q. R. second sq.

10.

- W.* R. to its Q. square;
B. K. to the adversary's Q. R. third square.

11.

- W.* R. to its Q. Kt. square;
B. K. to the adversary's Q. R. second sq.

12.

- W.* K. to his Q. B. second square;
B. K. to the adversary's Q. R. third square.

13.

- W.* R. to its Q. Kt. second square;
B. K. to the adversary's Q. R. fourth sq.

14.

- W.* R. to its Q. Kt. third square;
B. K. to his Q. R. fourth square.

15.

- W.* K. to his Q. B. third square;
B. K. to the adversary's Q. R. fourth sq.

16.

- W.* K. to his Q. B. fourth square;
B. K. to his Q. R. fourth square.

17.

- W.* R. to its Q. Kt. fourth square;
B. K. to his Q. R. third square.

18.

- W.* R. to the adversary's Q. Kt. fourth sq.
B. K. to his Q. R. second square.

19.

- W.* K. to the adversary's Q. B. fourth sq.
B. K. to his Q. R. third square.

20.

- W.* K. to the adversary's Q. B. third square;
B. K. to his Q. R. second square.

21.

W. R. to the adversary's Q. R. fourth sq.
giving check;

B. K. to his Q. Kt. square.

22.

W. R. to its Q. R. fourth square;

B. K. to his Q. B. square.

23.

W. R. to its Q. Kt. fourth square;

B. K. to his Q. square.

24.

W. K. to the adversary's Q. third square;

B. K. to his Q. B. square. (*or a*)

25.

W. R. to the adversary's Q. Kt. fourth sq.

B. K. to his Q. square.

26.

W. R. to the adversary's Q. B. fourth sq.

B. K. to his own square.

27.

W. K. to the adversary's K. third square;

B. K. to his B. square.

28.

W. R. to the adversary's K. Kt. fourth sq.*B.* K. to his own square.

29.

W. R. to adverse K. Kt. square, and check-mates.

(or a)

24.

W.*B.* K. to his square.

25.

W. K. to the adversary's K. third square;*B.* K. to his Q. square.

26.

W. R. to its Q. B. fourth square;*B.* K. to his own square.

27.

W. R. gives check-mate at adversary's Q. B. square.

*Method of drawing a Game with a Knight
against a Rook.*

SITUATION.

- B.* K. at the adversary's K. third square;
R. at the adversary's Q. R. square;
W. K. at his own square.
Kt. at the Q. B. square.

1.

- W.* K. to his Q. square;
B. R. to the adversary's Q. Kt. square.

2.

- W.* K. to his Q. B. second square;
B. R. to its Q. Kt. fourth square.

3.

- W.* K. to his Q. square;
B. R. to the adversary's Q. Kt. second sq.

4.

- W.* K. to his square;
B. R. to the adversary's Q. second square.

5.

- W.* Kt. to its third square;
B. R. to the adversary's Q. Kt. second sq.
(or *a*)

6.

W. Kt. to its Q. B. square ;*B.* R. to the adversary's K. B. second sq.

7.

W. K. to his Q. square ;*B.* R. to the adversary's K. R. second sq.

8.

W. Kt. to its third square ;*B.* K. to the adversary's Q. third square.

9.

W. Kt. to its Q. B. square, giving check ;*B.* K. to the adversary's Q. B. third square.

10.

W. Kt. to its K. second sq. giving check ;*B.* K. to the adversary's Q. Kt. second sq.

11.

W. K. to his own square ;*B.* K. to the adversary's Q. B. second sq.

12.

W. K. to his B. square ;*B.* K. to the adversary's Q. second square.

13.

W. Kt. to its K. Kt. square ;*B.* K. to the adversary's Q. square.

14.

W. Kt. to its K. B. third square;*B.* R. to the adversary's K. R. square, giving check.

15.

W. Kt. interposes at its K. Kt. square;*B.* R. to its K. R. fourth square.

16.

W. K. to his Kt. second square;*B.* K. to the adversary's K. square.

17.

W. Kt. to the K. B. third sq. giving check;*B.* K. to the adversary's K. second square.

18.

W. Kt. to its own square, giving check;*B.* K. to the adversary's K. third square.

19.

W. K. to his B. square;*B.* R. to its K. B. fourth sq. giving check.

20.

W. K. to his own square;*B.* R. to the adversary's K. B. second sq.

21.

W. Kt. to its R. third square;*B.* R. to the adversary's K. Kt. second sq.

BB 3

22.

W. K. to his B. square ;*B.* R. to the adversary's K. R. second sq.

23.

W. Kt. to its own square ;*B.* R. to the adversary's K. B. second sq.
giving check.

24.

W. K. to his own square ;*B.* R. to the adversary's K. Kt. second sq.
or to the adversary's Q. Kt. second sq.

25.

W. K. to his B. square ; and it is evident
that the Black cannot win the game.(or *a*)*From the fifth move of the Black.*

5.

W.*B.* R. to the adversary's Q. B. second sq.

6.

W. K. to his Q. square ;*B.* K. to the adversary's Q. third square.

7.

W. Kt. to its Q. B. sq. giving check ; [A]*B.* K. to the adversary's Q. B. third square.

8.

W. Kt. to its K. second square, giving check,
and will easily make a drawn game.

[A] If the White, instead of this move, were to play the Knight to its Queen's Rook's sq. the Black would win.—ex.—

7.

W. Kt. to its Q. R. square;

B. R. to the adversary's Q. Kt. second sq.

8.

W. K. to his Q. B. square;

B. K. to the adversary's Q. B. third sq.

9.

W. Cannot play his Kt. without putting it *en prise*, and if he play his K. to his Q. square, the Black checks at the adversary's Q. Kt. square, and wins the Kt.

N.B. It is to be observed, that when the Kt. is distant from its King, the Rook generally wins the game.

*Method of drawing a Game with a Bishop
against a Rook.*

SITUATION.

- B.* K, at the adversary's K. third square ;
Q. R. at its third square ;
W. K. at his B. square.
K. B. at the adversary's Q. B. third sq,

1.

- W.* B. to the adversary's Q. Kt. second sq,
B. R. to its Q. Kt. third square,

2.

- W.* B. to the adversary's Q. fourth square ;
B. R. to the adversary's Q. Kt. second sq,

3.

- W.* B. to the adversary's Q. B. third square ;
B. R. to the adversary's K. B. second sq,
giving check.

4.

- W.* K. to his Kt. square ; (*a*)
B. K, to the adversary's K. second square,

5.

- W.* B. to the adversary's Q. fourth square ;
B. K. to the adversary's K. square.

6.

- W.* B. to the adversary's Q. B. third square ;
B. R. to its K. B. third square.

7.

- W.* B. to the adversary's Q. Kt. second sq.
B. R. to its K. Kt. third sq. giving check.

8.

- W.* K. to his R. second square ;
B. K. to the adversary's K. B. second sq.

9.

- W.* K. to his R. third square ;
B. R. to the adversary's K. Kt. third sq.
giving check.

10.

- W.* K. to his R. fourth square, and will easily draw the game.

(a) If the White were to play the King to his own square, the Black would win.—ex.—

4.

- W.* K. to his own square ;
B. R. to the adversary's Q. B. second sq.

5.

- W.* B. to its Q. R. fourth square;
B. R. to the adversary's Q. B. square, giving check.

6.

- W.* B. interposes at its Q. square;
B. R. to the adversary's Q. Kt. or Q. R. sq.

7.

- W.* K. to his B. square;
B. R. takes the B. &c.

*Method of giving Check-mate with a Rook and
Bishop against a Rook.*

SITUATION.

- B.* K. at his Q. B. square ;
Q. R. at its Q. Kt. second square ;
W. K. at the adversary's Q. B. third square ;
R. at the adversary's Q. R. third square.
Q. B. at the adversary's Q. B. fourth sq.

1.

- W.* R. to the adversary's Q. R. square, giving check ;
B. R. interposes.

2.

- W.* R. to the adversary's Q. R. second sq.
B. R. to the adversary's Q. Kt. second sq.

3.

- W.* R. to the adversary's K. Kt. second sq.
B. R. to the adversary's Q. second sq.

4.

- W.* R. to the adversary's K. B. second sq.
B. R. to the adversary's Q. square. [*or a*]
[*or b*]

5.

W. R. to the adversary's Q. R. second sq.*B.* R. to the adversary's Q. Kt. square. [*or c*]

6.

W. B. to its Q. R. third square;*B.* R. to the adversary's Q. Kt. third square,
[*or d*]

7.

W. B. to the adversary's Q. third square;*B.* R. to the adversary's Q. B. third square,
giving check.

8.

W. B. interposes at the adversary's Q. B.
fourth square;*B.* R. to the adversary's Q. Kt. third sq.

9.

W. R. to the adversary's Q. B. second sq.
giving check;*B.* K. to his Q. Kt. square.

10.

W. R. to the adversary's K. second square;*B.* K. to his Q. R. square,

11.

W. R. to its K. fourth square;*B.* R. to the adversary's Q. Kt. second sq.
or to the adversary's Q. Kt. square, or
to its own Q. Kt. second square.

12.

W. R. to its fourth square, giving check ;*B.* K. to his Q. Kt. square.

13.

W. B. to the adversary's Q. third sq. giving check ;*B.* K. to his Q. B. square.

14.

W. R. to the adversary's Q. R. square, giving check ;*B.* R. interposes.

15.

W. R. takes it, and gives check-mate.

[or a]

4.

W......*B.* R. to the adversary's Q. third square.

5.

W. R. to the adversary's Q. R. second sq.*B.* K. to his Q. Kt. square.

6.

W. R. to its Q. R. fourth square ;*B.* R. is compelled to play to the adversary's Q. B. third square, to prevent the B. from checking at the adversary's Q. third square.

7.

W. R. to its K. fourth square ;*B.* Is compelled to take the B. with his R.
to avoid check-mate.[or *b*]

4.

W......*B.* R. to its Q. square.

5.

W. B. to the adversary's K. second square ;*B.* R. to its K. Kt. or K. R. square.

6.

W. R. to the adversary's K. B. fourth sq.*B.* K. to his Q. Kt. square.

7.

W. B. to the adversary's Q. third sq. giving
check ;*B.* K. to his Q. B. square.

8.

W. R. to the adversary's Q. Kt. fourth sq. &c.[or *c*]

5.

W......*B.* K. to his Q. Kt. square.

6.

W. R. to its Q. R. fourth square ;*B.* R. to the adversary's Q. B. square.

7.

W. R. to its K. fourth square ;*B.* Is compelled to take the Bishop with his
Rook to avoid check-mate.[or *d*]

6.

W......*B.* K. to his Q. Kt. square.

7.

W. R. to the adversary's K. B. second sq.*B.* K. to his Q. R. square.

8.

W. R. to the adversary's K. B. fourth sq.*B.* R. to its Q. Kt. second square.

9.

W. R. to its K. B. fourth square ;*B.* R. to the adversary's Q. Kt. third sq.[or *e*]

10.

W. R. to its Q. R. fourth sq. giving check ;*B.* K. to his Q. Kt. square.

11.

W. B. to the adversary's Q third square, giving check;

B. K. to his Q. B. square.

12.

W. R. to the adversary's Q. R. square, giving check;

B. R. interposes.

13.

W. R. takes it, and gives check-mate.

[or e]

9.

W.

B. R. to its K. Kt. second square.

10.

W. R. to the adversary's K. B. square, giving check;

B. K. to his Q. R. second square.

11.

W. B. to the adversary's Q. B. fourth square, giving check;

B. K. to his Q. R. third square.

12.

W. R. to the adversary's Q. R. square, giving check;

B. R. interposes.

13.

W. R takes it, giving check-mate.

*Another Situation, in which a Rook and Bishop
may win against a Rook.*

- B.** K. at his Q. R. square ;
R. at its Q. Kt. second square ;
W. K. at the adversary's Q. R. third square.
R. at the adversary's Q. third square.
Q. B. at the adversary's Q. R. fourth sq.

1.

- W.** B. to the adversary's Q. Kt. third sq.
B. R. to its Q. R. second sq. giving check.
(or a)

2.

- W.** K. to the adversary's Q. Kt. fourth sq.
for, if he took the R. the Black K.
would be stale-mated.
B. R. to its K. R. second square. (or b)

3.

- W.** K. to the adversary's Q. B. third square ;
B. R. to its K. R. square.

4.

- W.** B. to the adversary's Q. B. second sq.
B. R. to its K. Kt. square. (or c)

5.

- W.* R. to the adversary's Q. fourth square ;
B. R. to its K. Kt. third sq. giving check.

6.

- W.* B. interposes ;
B. R. to its K. Kt. second square.

7.

- W.* R. to the adversary's K. fourth square ;
B. R. to its K. B. second square.

8.

- W.* R. to the adversary's K. square, giving
 check ;
B. K. to his Q. R. second square.

9.

- W.* B. to the adversary's Q. B. fourth square,
 giving check ;
B. K. to his Q. R. third square.

10.

- W.* R. to the adversary's Q. R. square, giving
 check,
B. Is obliged to interpose the R. and is
 check-mated next move.

(or a)

1.

- W.*
B. R. to its Q. Kt. square.

2.

W. B. to the adversary's Q. B. second sq.*B.* R. to its Q. B. square.

3.

W. K. to the adversary's Q. Kt. third sq. -*B.* R. to its K. Kt. square.

4.

W. R. to the adversary's Q. fourth square;*B.* R. to its K. Kt. third sq. giving check.

5.

W. B. interposes at the adversary's Q. third square ;*B.* Is compelled to take the B. with his R.

(or b)

2.

W.*B.* R. to its Q. Kt. second square.

3.

W. K. to the adversary's Q. B. third square ;*B.* R. to its Q. Kt. square.

4.

W. R. to the adversary's Q. fourth square ;*B.* R. to its Q. Kt. second square.

cc 2

5.

W. R. to its Q. fourth square ;*B.* Loses in a few moves.

(or c)

4.

W......*B.* K. to his Q. R. second square.

5.

W. R. to its Q. fourth square ;*B.* R. to its K. R. third sq. giving check.

6.

W. B. interposes at the adversary's Q. third square ;*B.* Is obliged to take the B.

*Method of winning with a Queen against both
Knights.*

SITUATION.

- B.* K. at the adversary's Q. fourth square;
K. Kt. at the adversary's Q. B. fourth sq.
Q. Kt. at its K. fourth square;
W. K. at his R. second square.
Q. at the adversary's Q. R. square.

1.

- W.* K. to his Kt. third square;
B. K. to the adversary's Q. third square.

2.

- W.* Q. to the adversary's Q. fourth square,
giving check;
B. K. to the adversary's Q. B. third square.

3.

- W.* K. to his B. fourth square;
B. Q. Kt. to the adversary's Q. third square,
giving check.

4.

- W.* K. to his B. third square;
B. Q. Kt. to its K. fourth sq. giving check.

5.

W. K. to his fourth square;*B.* K. to the adversary's Q. Kt. third sq.

6.

W. K. to his Q. fourth square;*B.* K. to the adversary's Q. Kt. fourth sq.

7.

W. Q. to the adversary's Q. Kt. second sq.
giving check;*B.* K. to the adversary's Q. R. fourth sq.

8.

W. K. to the adversary's Q. B. fourth sq.*B.* K. to the adversary's Q. R. third square.

9.

W. Q. to her Kt. fourth sq. giving check;*B.* K. to the adversary's Q. R. second sq.

10.

W. K. to the adversary's Q. fourth square.*B.* K. to the adversary's Q. R. square.

11.

W. Q. to her Kt. third square;*B.* Is compelled to move, and will lose one
of his Knights.*N. B.* The Black has no chance of defend-
ing his game, but by keeping his Knights in

that situation in which they support each other; as soon as the White can compel him to abandon that situation, the game is easily won.

*Method of making a Drawn Game with both
Bishops against a Queen.*

SITUATION.

- B.* K. at his Kt. second square;
Q. B. at its K. Kt. third square;
K. B. at its third square;
W. K. at his Kt. fourth square.
Q. at her R. fourth square.

1.

- W.* Q. to the adversary's Q. second square,
giving check;
B. K. to his B. square.

2.

- W.* Q. to the adversary's K. third square;
B. K. to his Kt. second square.

3.

- W.* K. to his B. fourth square;
B. Q. B. to its K. R. second square.

4.

- W.* Q. to the adversary's Q. second square,
giving check;
B. K. to his Kt. third square.

5.

W. Q. to the adversary's K. sq. giving check ;

B. K. to his Kt. second square.

6.

W. K. to his Kt. fourth square ;

B. Q. B. to its K. Kt. third square.

7.

W. Q. to the adversary's K. third square ;

B. Q. B. to its K. R. second square.

8.

W. Q. to the adversary's Q. second sq. giving check ;

B. K. to his Kt. third square.

9.

W. Q. to the adversary's K. square, giving check ;

B. K. to his Kt. second square.

10.

W. K. to the adversary's K. R. fourth sq.

B. Q. B. to its K. B. fourth square. (*a*)

11.

W. Q. to the adversary's Q. Kt. fourth sq.

B. Q. B. to its K. Kt. third square, giving check.

12.

W. K. to his Kt. fourth square ;

B. Q. B. again retires to its K. R. second square, and the situation of the Black Pieces is precisely similar to that in which they stood at the eighth move. If the player of the Black cautiously pursue that system, it will be out of the power of the White to win the game.

(a) If, instead of this move, he were to play his K. B. either to the adversary's Q. Kt. second square, or to the adversary's Q. R. sq. he would lose the game.—ex.—

10.

W.

B. K. B. to the adversary's Q. Kt. second square.

11.

W. Q. to the adversary's Q. second square, giving check ;

B. K. to his R. square.

12.

W. Q. to the adversary's Q. B. square, giving check ;

B. Q. B. interposes at its K. Kt. square. (b)

13.

W. K. to the adversary's K. Kt. third sq.*B.* K. B. to its Kt. second square.

14.

W. Q. to her K. R. third sq. giving check;*B.* Q. B. interposes.

15.

W. Q. takes it and gives check-mate.

(b) If Black should play his K. to his Kt. second sq. the White should check at the adversary's Q. Kt. second square, by which move the K. B. is won.

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